

FOR ATARI 2600/5200 COLECOVISION, INTELLIVISION I/II, ODYSSEY-2 & VECTREX  
VIDEO GAME SYSTEM AND COMPUTER ADD-ON OWNERS

# the logical gamer

THE MONTHLY HOME VIDEO GAMES REVIEW

July, 1983

Number 11

\$1.50

**SPECIAL CONSUMER ELECTRONICS SHOW ISSUE!**  
**MORE THAN 100 NEW GAMES AND ACCESSORIES COMING !**

AN INTERVIEW WITH ALEX LEAVENS, DESIGNER OF TELESYS' STARGUNNER



**WIN A FREE VECTREX  
AND SIX GAMES!**

## **REVIEWS INSIDE:**

SPACE DUNGEON

ADVENTURES  
OF TRON

MOUSETRAP

VCS ZAXXON

DEMOLITION  
HERBY

REVENGE OF THE  
BEEFSTEAK  
TOMATOES

STRAWBERRY  
SHORTCAKE

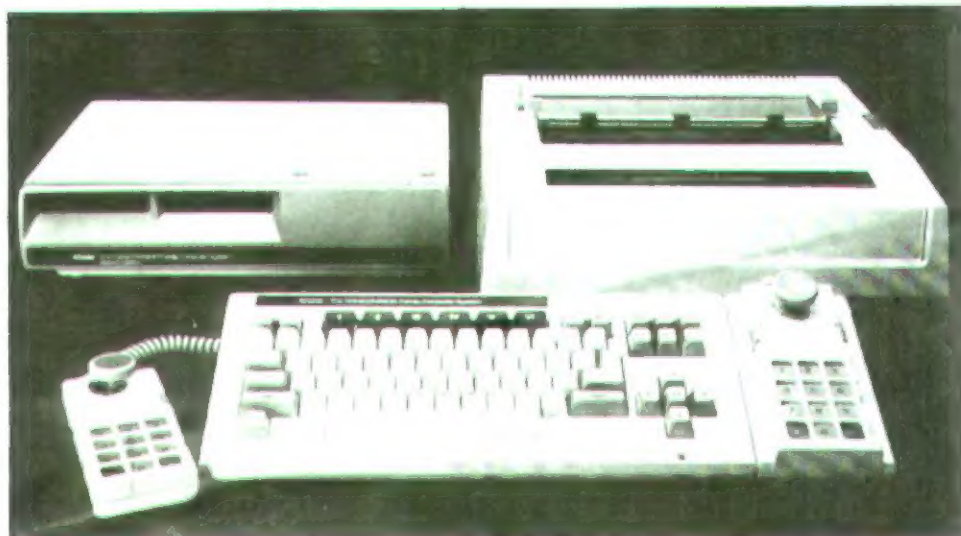


## COLECO UNLEASHES ADAM

Coleco Industries, Inc. introduced ADAM, the ColecoVision Family Computer System, at the Summer Consumer Electronics Show, and was instantly hailed as the hit of the show.

ADAM, according to company spokespersons, interacts with the user and adjusts to the way the user thinks, using graphics and words the user can understand. ADAM has been designed so that anyone can

tem is the memory console, which has 80K RAM built in. Also built into the memory console is a digital data pack memory drive - hailed as a technological breakthrough by Coleco. The drive utilizes Fastransfer circuitry, which provides for the fast transmission of data - comparable in speed to that of a floppy disk, but at a much lower cost. The digital data pack drive accepts Cole-



Coleco's new ADAM, a complete home computer system with keyboard, data drive daisy wheel printer and 80K RAM included, has already shaken up the home computer industry.

operate it immediately with little or no training.

The ADAM system is comprised of an 80K RAM memory console, with a built-in digital data pack drive; a professional quality, stepped and sculptured keyboard; and a letter quality daisy wheel printer. ADAM has a full word processing program built in, and comes with two separate digital data packs - Smart BASIC (which is Applesoft source code compatible) and a Super Game Pack (BUCK ROGERS - THE PLANER OF ZOOM), included at no extra cost. The entire system will retail for a suggested price of below \$600.00.

The ADAM memory console, keyboard, and printer are matched components that are joined together through a unique networked system. ADAM actually has four computers that work together in harmony. While one component is working on one task, the other components are automatically accomplishing other tasks. These components are capable of "talking" to each other through a communication network called ADAM-Net. This method results in unusually high efficiency.

ADAM's software - Smart Software -- is fully integrated. This means that all of ADAM's tools can be used together in a remarkably fast and easy way. Smart Software is also interactive -- it can communicate with the user and actually prompts the user when necessary.

The center of ADAM's sys-

co's revolutionary digital data packs - reliable, mass storage media that can store up to 1/2 million (500K) bytes of information - about 250 pages of text each. In addition to the digital data pack drive, the memory console is equipped with a port that accepts all ColecoVision video game cartridges. All existing ColecoVision expansion modules can be connected to ADAM as well. Two game controllers are included in the package, too.

The memory console is also equipped to handle a second, optional digital data pack drive (expected to retail for around \$125), so that programs can be run simultaneously, or saved on digital data packs for back-up storage. Furthermore, the memory console can be expanded to 144K RAM with the addition of an optional 64K memory expander.

ADAM's keyboard has been designed as a professional quality keyboard that combines ease of use with an impressive array of features. The keyboard is stepped and sculptured for maximum efficiency. It has 75 full travel keys; a series of six Control Keys which can be redefined for each new application; a series of six Control Keys which are dedicated to the word processing function; and Cursor Control Keys for easily relocating the cursor to any point on the screen. Attached to the key-

(CONTINUED ON PAGE 2)

## 28 NEW GAMES, COMPUTER ADD-ON, PERIPHERALS AND SOFTWARE FROM ATARI

Atari, Inc. introduced 28 new games for the Atari 2600 VCS and 5200 Super System game consoles at Summer CES in Chicago. The new products include the first home video game cartridge with built-in voice synthesis, and 13 arcade hits which have been reproduced for home play.

Developments in engineering and design have now made possible unique new games such as **BASEBALL II** and **BERZERK** for the 5200, with built-in voice syntheses, as well as entirely new titles specifically for home play.

New games for the VCS and 5200 include:

**POLE POSITION**, a 1983 ar-

cade hit where players race against the clock and against other cars on a track full of curves and straightaways, while avoiding numerous on-and-off-road hazards. The Atari home version of this arcade game include some very impressive motion graphics and four different skill levels. The game is slated for 2600 release in September, and for the 5200 in August.

**JUNGLE HUNT** features all the action and challenge of the arcade version of the game, for the 2600 and 5200 systems. **THE LOGICAL GAMER** has already reviewed the 2600

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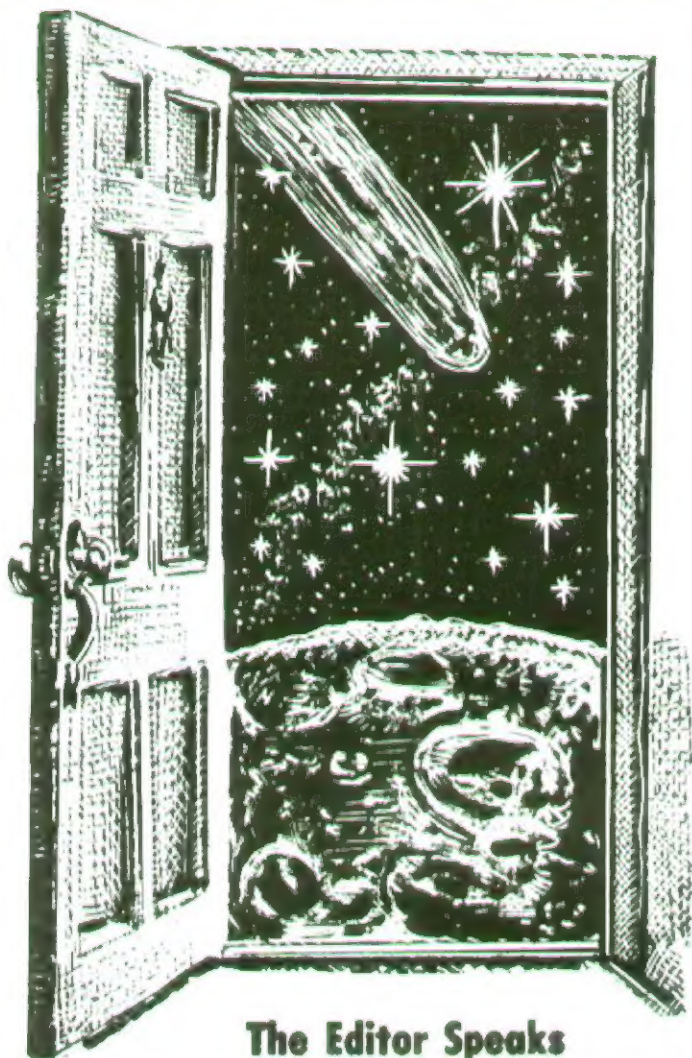
The venerable Atari 2600 VCS, with the complete set of available peripherals and accessories, is an impressive, versatile video game system.

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# Gameviews



The Editor Speaks

## VIDEO GAMES GROW UP

by Alan R. Bechtold

I'm going to have to keep this short. We just got back from another Consumer Electronics Show -- the largest trade show in the U.S. and the largest CES ever -- and brought back more news for you than there's room to print. But that's what our twice-yearly CES issue is all about. It's jam-packed full of all the new games, hardware and accessories that will be hitting the stores -- and our review section -- in the next six months. And it's about how fascinating this field really is. I know of no other field where so much is happening so fast and it's all so fun. The new

products announced attest to that fact. Once again, there are more new games and accessories in store for you than ever before.

Even more exciting, I think, are the new computer add-ons that will soon be available for your video game system, be it an Atari, Intellivision, ColecoVision or Vectrex. With the right additional hardware, they soon will all possess the full power of a home computer. Video game systems have truly grown up. Now you don't have to dump all of your favorite game cartridges -- or have two or three machines sitting around -- to bring a computer into your home.

Soon, you will be balancing your budget, running your household appliances, communicating with other video gamers, playing cooperative games by phone and creating your own games -- right on your video game system. And we'll be here to help, with a whole new section specifically for video game system computer add-on owners. We'll be running program listing, hardware and software reviews, maintenance tips and more. And we'll keep on covering all the games and systems we already cover.

--And I hope you will forgive us if there aren't too many game reviews this issue. We wanted to give you all the CES news while it's hot, and some space we usually devote to our more than 20 reviews per month just had to go. Next issue, we'll add more to our usual batch and try to catch up.

### AND NOW, FINALLY, THE RESULTS OF OUR MINI-SURVEY:

Most of the readers who responded to our survey owned more than one system, but liked the Atari 2600 and ColecoVision best. They all appreciated the wide assortment of games available for the VCS, and preferred the graphics and true-to-arcade games on the Coleco system. The expansion modules -- and coming computer add-ons were also favorites with Coleco owners.

What VCS owners liked least was the graphics -- followed by the limited game-play offered on so many of the games. ColecoVision owners all complained about the quality of the controllers and set-backs in getting software, as well as a lack of a "pause" feature.

Everyone had something good -- and bad -- to say about all of the systems, however. Intellivision's controllers were a source of a lot of complaints -- especially since they are non-detachable, but the game-play and graphics on the systems were consistently raved about. The 5200 hadn't been out long when the survey was run, but those readers who had them were impressed with the quality of game-play offered on the cartridges, and were consistently disappointed with the earlier controllers, and non-compatibility with other systems' switch boxes.

Sleeper system of the year: The Vectrex. A lot of multiple-system owners appreciated this programmable stand-alone's true-to-arcade play and had virtually no complaints about the system or its software. Watch for this one.

Favorite games? They were too many and too diverse to summarize! So -- we'll just have to make our next survey a search for your favorite games. WATCH FOR IT!

--See you next month!

### COLECO...

(Continued from Page 1)

board is a ColecoVision controller, which functions as a numeric keypad for easy data entry and has a joystick for easy cursor control. This controller can be detached from the keyboard and held like a hand-held calculator -- a feature which makes working with numbers particularly easy. The keyboard itself attaches to the memory console via a coiled cable and can therefore be positioned for comfort and convenience.

ADAM's letter quality printer - SmartWriter - is a bi-directional, 80-column printer which prints at a

rate of 120 words a minute. It uses a standard and interchangeable daisy wheel, so a variety of print styles are available. A multi-strike carbon ribbon is used. The printer has a 9 1/2"-wide carriage for either single sheets or continuous fan-fold paper.

ADAM's built-in SmartWriter Word Processing Program requires little or no instruction, according to the company. In fact, they claim it is so easy to use that the user only has to "power up" and the SmartWriter Word Processor is on-line and ready to go. This program allows the user to type in text, then completely edit or revise it with the touch of a

few keys. This is unusually easy because of a unique, cursor-controlled highlighting feature. Changes can be readily made -- and, a series of interactive queries from the computer confirm the user's intentions before making them final. Even if the user changes his or her mind, he or she may return the text to its original state by pressing the "undo" key.

ADAM is also CP/M compatible. Coleco will make available, on digital data packs, the most popular of the thousands of CP/M programs available. Soon, there will be all kinds of additional ADAM Smart Software, including personal planning and spread sheet. There will

also be financial management with ADAM's integrated information management system (Coleco calls it the SmartFilter), and family learning programs based on Dr. Seuss, Smurf and Berenstain Bears. Forthcoming are licensed adventure games, strategy games and more licensed arcade favorites, as well as a computer literacy series.

ADAM is not only a complete computer system -- it's an advanced video game system as well. As Coleco promised, ADAM will also be available as an expansion module for the ColecoVision video game system, selling for an approximate retail price of

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ATARI...  
(Continued from Page One)

version, (which is due to hit retail stores this month), in depth. The 5200 version is set for September release.

**KANGAROO** is another multiple-screen arcade translation coming for the 2600 and 5200 systems. The 5200 version of this game has also already been reviewed in *THE LOGICAL GAMER*, but there's an impressive 2600 VCS version coming as well. Both games are slated for release this August.

**MS. PAC-MAN**, already available on a popular VCS cartridge and reviewed a couple of issues ago in these pages, is also coming for the 5200. The Super System version of this game is due to hit retailers in September.

**DIG DUG** is also due to hit the home-front from Atari. In this home translation of the popular arcade hit, Dig Dug, that intrepid miner, battles underground enemies and collects vegetable treasures while tunnelling relentlessly. He must destroy his pursuers by either inflating them until they explode, or causing rocks to fall on them. Atari's home **DIG DUG** features eight separate screens for one or two players, playing at two skill levels. Coming for both popular Atari systems this October.

**MOON PATROL**, coming for the 2600 in October and the 5200 in November, features a Moon Buggy that races across the lunar surface. Players must jump craters, shoot rocks and avoid attacks from enemy spaceships. At advanced skill levels, more obstacles and enemies make the journey even more difficult. Amusing cartoon graphics and an entertaining musical score highlight the action.

**BATTLEZONE**, another arcade favorite, puts the player in a desert alive with tanks, super tanks, saucers and missiles. Gamers must use their one lone tank to take on the hordes. The game features a turret-eye view and a 360-degree radar screen. This one's due out for the VCS in September, and for the 5200 in November.

**VANGUARD** is another game already available in VCS format, and coming in October

for the 5200. Both versions have already been reviewed in past issues of *THE LOGICAL GAMER*.

All of the above-mentioned games will be coming for both of Atari's popular game systems. The above 2600 carts are set to sell for a suggested \$30.45 retail. The 5200 carts will retail for a suggested \$40.95.

Ten new Atari releases are slated to hit only the VCS format. These include:

**COOKIE MONSTER MUNCH**, a maze game that helps children become familiar with directional concepts, encourages the development of hand-eye coordination and reinforces counting skills. Aimed at children ages 3-7, the learning game offers ten different skill levels for one or two players at a time. In the easier levels, the player moves Cookie Monster along various mazes, picking up scattered cookies and putting them in a cookie jar. The more difficult levels have the gamer controlling a Cookie Kid who must pick up the cookies and return them to the jar before Cookie Monster catches him and eats them. This one is due in the stores in October.

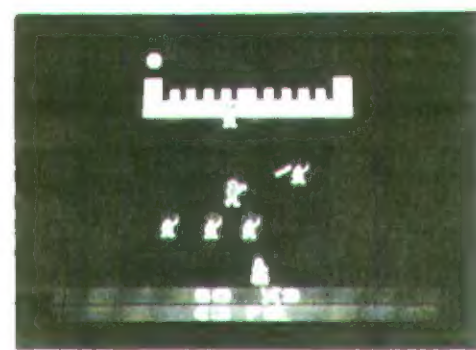
In **ALPHA BEAM with Ernie** children move a shuttle craft left and right to retrieve alphabet letters by beaming them down from space. The letters must then be beamed down to corresponding parts on the main spacecraft. When each part has a matching letter in it, the main spacecraft takes off in a payoff sequence. The game is geared to the development of letter-recognition abilities and directional concepts. It's coming for the VCS this October.

**BIG BIRD'S EGG CATCH**, also slated for October release, encourages directional movement skill and timing as children help Big Bird catch falling eggs. Kids must move Big Bird back and forth to catch the dropping eggs. In easier versions, the eggs fall down vertical chutes. In the higher levels, the eggs zig-zag their way down the screen. Sound effects include the squawking of the productive poultry and the splatting of missed eggs.

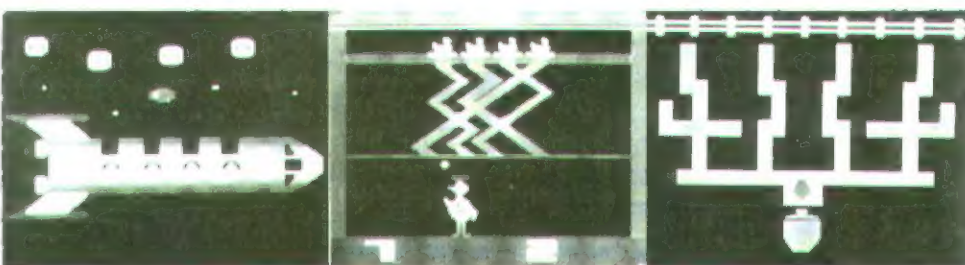
In **DUMBO'S FLYING CIRCUS**, Dumbo, the flying elephant



POLE POSITION for the 5200.



KRULL for the 2600 VCS



(From left to right) **ALPHA BEAM with Ernie**, **BIG BIRD'S EGG CATCH**, and **COOKIE MONSTER MUNCH**, three new Atari/Sesame Street children's games.



(From left to right) **DUMBO'S FLYING CIRCUS**, **SORCERER'S APPRENTICE** and **DONALD DUCK SPEED BOAT**, three new Atari/Disney children's games.

with the big heart, takes to the air in a high-flying original home video game. By shooting peanuts out of his trunk, Dumbo pops balloons and scores points. If he pops those balloons that are carrying a clown and brings that clown safely to the earth below, even more points are scored. Also due for October release.

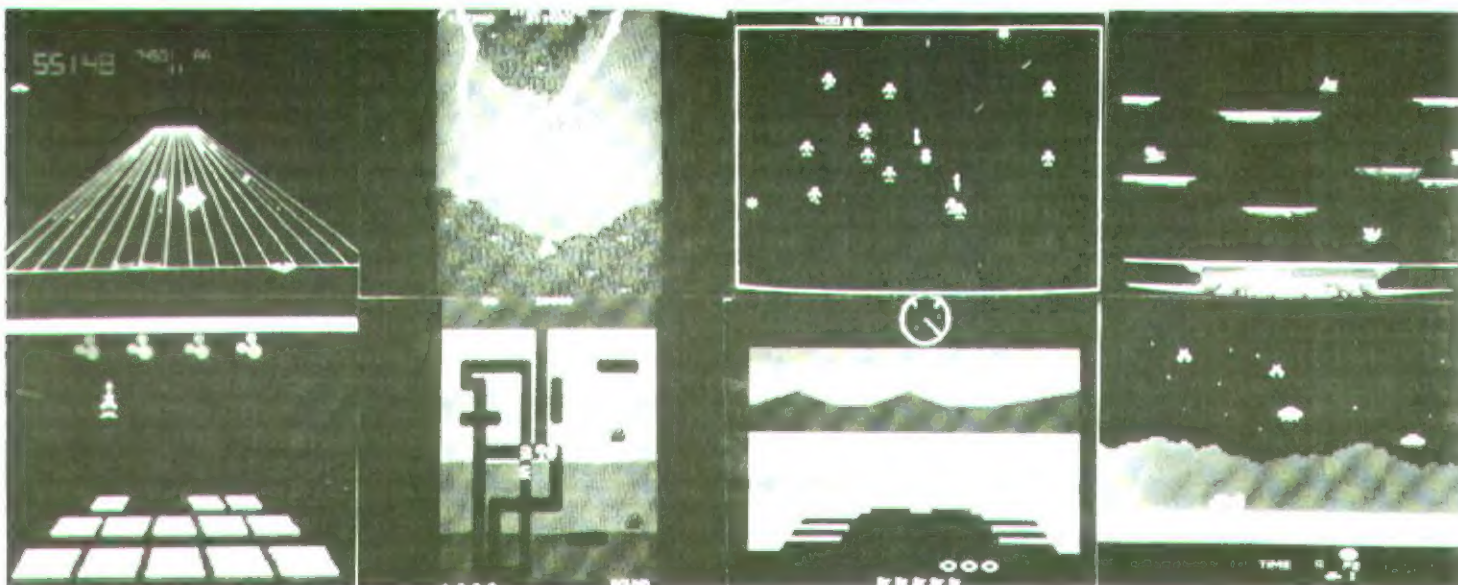
**DONALD DUCK'S SPEEDBOAT** is a speedboat obstacle course. Donald must avoid rocks, whirlpools, seaweed, fish and the bobbing bouys of nephews Huey, Dewey and Louie. The faster he finishes the race, the more points he scores. The game features multiple obstacle screens and game variations. Targeted for kids ages 5-10, the game is due to hit at retail level in September.

**SORCERER'S APPRENTICE** is based on the famous scene from the Disney movie "Fantasia." In **SORCERER'S APPRENTICE**, Mickey Mouse must catch falling stars and shoot meteors in order to stop the water-filled brooms from flooding the Sorcerer's cavern. With two screens and four different skill levels, this one is aimed at kids of all ages. Due out in November.

**SNOOPY AND THE RED BARON** is Atari's first Peanuts game. Snoopy takes to the air in his "Sopwith Camel" doghouse to challenge the infamous Red Baron in his Fokker Tri-Plane. A real "dog-fight" ensues, and if Snoopy is hit, he is knocked off his doghouse onto the ground. For players of all ages, this one will be coming in July.

**MISS PIGGY'S WEDDING** has wedding bells chiming for the queen of puppets...until Kermit, the reluctant groom, changes his mind and leaves Miss Piggy at the altar. The church then becomes a video maze, with Kermit on the run and Miss Piggy in hot pursuit. The chase becomes even more elaborate when the wedding guests move about. Players can choose to be either Miss Piggy or Kermit. The game is designed for kids of all ages, and should hit retail outlets in November.

**PIGS IN SPACE** is also due out in November. This Atari/Muppets children's cartridge is really three games in one, all parodies of space video games. In the first game, Link must shoot rows of chickens while avoiding their falling eggs. The second game features Miss Piggy attempting to traverse to the top of the screen, while she dodges spaghetti strings and karate-chops meatballs. In the last



(From left to right) **TEMPEST**, **XEVIOUS**, **ROBOTRON:2084**, **JOUST**, **SPORTS GOOFY**, **DIG DUG**, **BATTLEZONE** and **MOON PATROL**. All of these games and more are coming from Atari during the second half of 1983, for their Atari 2600 VCS and 5200 video game systems.

(CONTINUED ON NEXT PAGE)



# ATARI... (Continued from Last Page)

game, Dr. Strangespark flies through a cavern, firing a boomerang-like weapon (the "Boomeray") at the menacing Gonzoids in the cavern.

**KRULL**, the video game, is based on Columbia Pictures' major release for the summer of 1983, and features three different skill-and-action sequences that literally put the players in the picture. Taking the roles of principal movie characters, players must fight off slayers, avoid the snare of the Crystal Spider and take on the fireball-hurling Beast. Featuring three levels of difficulty, this game is due to be available in September. **KRULL**, and all of the above VCS games, are set to retail for a suggested \$30.95.

Atari also announced and displayed ten new games coming for the 5200 alone. They include:

**SPACE DUNGEON**, already reviewed in last month's pages, this game challenges players to use both joysticks at once to pick up the treasures that lie scattered throughout the many rooms and levels of the Space Dungeon. It gets more difficult as the game continues, with 99 separate levels of the Dungeon. **SPACE DUNGEON** should be available at retail outlets by the time you read this.

**PENGO** is an Antarctic action game that pits the adorable Pengo the Penguin against the menacing Sno-bees. Pengo must avoid his attackers, or crush them with ice blocks. Players score extra points by moving special diamond ice blocks together.

**ROAD RUNNER** is a skill and strategy game that provides a challenge for the whole family, starring the Road Runner and Wil E. Coyote in a game where players keep the coyote running down the road. In **ROAD RUNNER**, the screen is divided into 15 blocks of a desert grid matrix, with sections of road marked on each block. Players move these blocks to line up a road for the coyote. If the coyote runs into a block with no road lined up, he crashes, and loses a "life." The coyote must also beware of the fake tunnels, which can cost him dearly. Points are award-

ed for the amount of bird seed he picks up off the road before the Road Runner does, as well as for each time the coyote crosses into another block, or runs into the fleet-footed Road Runner. For one or two players, the game gets more difficult as the play progresses. It's due for release in November.

**SPORT GOOFOY** is a two-game "Jumpathon" that puts the athletic abilities of that heroic hound, Goofy, to the test. In the "Running Sky Dive," Goofy must climb up a tricky scaffolding, while avoiding moving obstacles that could knock him off. Once he reaches the top, he must take a flying leap toward a moving target on the ground. In "Pogo Pop," Goofy bounces from square to square, popping balloons at the top of the screen for points. He can only land on each square once, however, and some squares have rotating gaps that put a stop to Goofy's hop. Designed for the whole family, this Atari-Disney game is set to hit the stores in November, retailing for a suggested \$32.95.

**TEMPEST**, also due for November release, is the 5200 home version of Atari's popular arcade classic. In a supercharged three-dimensional electrical field, players must short-circuit a variety of enemies without being electrocuted themselves.

**ROBOTRON** pits the player against waves of attacking automated robots everywhere, and it takes a quick hand on the laser trigger to stay alive. The third in the **DEFENDER** series of alien invasion games, **ROBOTRON** puts the last family on earth in deadly survival combat against the killer Robotrons. Another fast-action replication of a popular arcade game, this one's due out in December.

**XEVIOUS** is being billed by Atari as the most sophisticated space attack game ever created, offering search and destroy, kill-or-be-killed, fast and furious game-play at its best. Based on yet another popular coin-op "shoot-em-up," it's up to the player to fight off 32 waves of Xevious attackers as they try to take over the earth. If all the waves of aliens are warded off, the enormous shape of the Andor Genesis Mother Ship

appears. A direct hit will disable her, but it has to be fired quickly, or it's curtains for the player. If the Mother Ship is disabled, a second, more intense attack will ensue, controlled by yet another Mother Ship. Each successive attack increases in ferocity. Scheduled for fall release.

All of the above-mentioned 5200 games, with the exception of **SPORTS GOOFOY**, will sell for a suggested retail price of \$40.95.

Two additional new games coming for the 5200 feature voice synthesis without the necessary purchase of a separate voice synthesizer. They include:

**REALSPORTS BASEBALL** (already available, without voice synthesis, for the 2600 VCS) is a new super home video game version of the sport, for the 5200. Players can make pitch selections, steal bases, make double plays and home runs while the umpire calls the action. **5200 REALSPORTS BASEBALL** also features three different skill levels for each team, allowing players of differing abilities to play one another or the computer in a more evenly-matched game. And it's coming from Atari in October, set to retail for a suggested price of only \$32.95.

**BERZERK** features a multitude of mazes and rampaging robots everywhere, incorporating all the fast action and survival strategy of the famous arcade game -- with built-in voice synthesis. Evil Otto's still in the action, too, and if the robots don't kill the humanoid, Otto will. The voice feature includes the taunts and jeers of the robots. Set to retail for a suggested \$40.95, this game is due in stores this fall.

Atari also demonstrated their new voice synthesis and recognition module for the 2600 VCS, allowing players to control the new games coming for use with the unit with oral commands from a controller headset, rather than or in conjunction with the conventional joystick or paddles. The demonstration at the Consumer Electronics Show featured a voice-activated version of **REALSPORTS BASEBALL**.

The new voice capability is made possible with an add-on module, designated the Voice Controller, which plugs into the controller port of the Atari 2600 and is accompanied by an audio headset. The new module will sell for a suggested retail price of \$99.95, and should be available at retail outlets in October.

Through the Voice Controller, a list of voice commands that will be vital in the game appear on the TV screen. The player speaks the commands aloud to allow the Voice Controller to recognize the individual's speech patterns. Though specific prompts are provided, the player can also substitute simple commands for those indicated. For example, in the Baseball game, as the screen asks the player to



Atari's new Space Age Joystick; their new pistol-grip controller for the 2600 VCS

repeat such commands as "pitcher," "first base," "short stop," etc., the player can choose to name a favorite player at each position, creating an all-star line-up. Since the game must be reprogrammed by voice each time the cartridge is reinserted, new favorites can be substituted in the line-up in future games.

In many two-player games, one contestant can use the headset and verbal commands while the second uses the joystick or paddle, to allow players of differing verbal and manual skills to be more evenly matched.

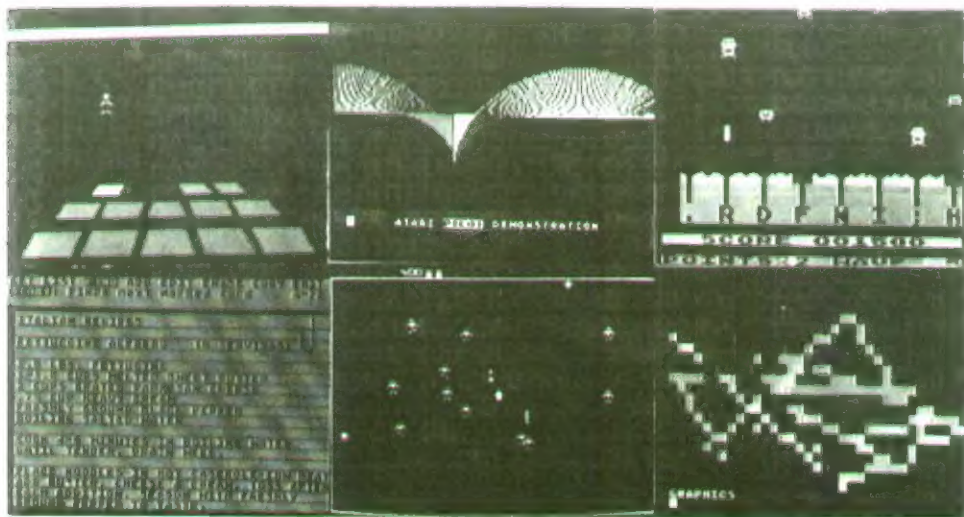
When the Voice Controller becomes available in retail outlets, it will be accompanied by four Atari video games which will utilize its capabilities. The initial library of games to use the Voice Controller will include: **REALSPORTS BASEBALL**, **STAR RAIDERS**, **BATTLEZONE** and **BERZERK**. Special Voice Controller cartridges will be required to use the module's capabilities. The Voice Controller is manufactured for Atari by Milton Bradley Company.

Along with the welcome news that Atari is cutting the price on their 5200 Super System by as much as 25%, the company also displayed a number of hardware peripherals for both of their popular game systems, including their new computer keyboard for the 2600 and a 2600 VCS adaptor module for the 5200 Super System.

Peripherals included a new pistol-grip joystick controller for the VCS, called the Space Age Joystick. The new game controller combines the familiar 8-position joystick atop a pistol-grip firing device. The Space Age Joystick is designed to be equally comfortable in right- or left-handed play. The new joystick will be available at retail outlets this month, selling for a suggested \$14.95.

The new VCS cartridge adaptor for the 5200 slips right into the Super System's cartridge slot. Also set to hit stores this month, the suggested retail price is

(CONTINUED ON NEXT PAGE)



Coming software for the Atari Graduate 2600 computer add-on includes (from left to right), **SPORTS GOOFOY**, **INTRODUCTION TO PROGRAMMING WITH PILOT**, **TYPE ATTACK**, **HOME FILING MANAGER**, **ROBOTRON:2084**, and **INVITATION TO PROGRAMMING**. All are scheduled for delivery with the computer.



(Continued from last page)

\$79.95.

The Graduate VCS add-on computer (formerly referred to as "My First Computer") was also demonstrated at Summer CES. The new module will allow Atari 2600 owners, with a minimal investment, to turn their game console into a full-fledged home computer that, according to the company, outperforms home systems costing up to twice as much.

The graduate Computer Module is easily mounted atop the 2600 video game console, like a game cartridge. It contains 57 typewriter-like keys, 8K RAM, full display of 128 colors using a color television set, built-in Microsoft BASIC computer language and enhanced electronics that improve color, graphics and picture resolution for new cartridges designed specifically for the system. Suggested retail: less than \$90.

The Graduate Interface Module is a plug-in interface which is installed in a joystick port, providing an additional 8K of RAM and allowing support of all peripherals simultaneously. Ports are provided for The Graduate Printer, Wafer Drive, Modem and the 16K RAM expansion module. In addition, the module supplies power to all of these peripherals, eliminating extra power cords. Suggested retail: \$79.95.

The Graduate Wafer Drive is a data storage and retrieval module that enables the user to create individual files of up to 128K bytes of words, numbers and/or graphics -- equivalent to the information contained in 44 pages of text. The fields can be stored or they can be erased and reused. The Wafer Drive records data on a narrow band of magnetic tape which is enclosed in a rugged, transparent cartridge for protection. Less sensitive to handling than conventional computer disks, the Wafer Drive cartridges also offer greatly improved access time over traditional cassette recorders and almost duplicates the program load speed of 5 1/4" floppy disks conventionally used with microcomputers. Suggested retail: \$79.95.

The Graduate Data Cassette Drive provides low-cost data storage and program loading, with a data cassette drive designed specifically for The Graduate system. Virtually any audio cassette recorder can be used with The Graduate, too, with connection through cables provided. Suggested retail for the recorder: \$49.95.

The Graduate Modem allows the Graduate user to establish computer-to-computer communication over telephone lines. This provides the user with access to numerous data bases such as Dow Jones News/Retrieval and other financial information sources, the Official Airline Guide Electronics Edition for travel information and reservations, electronic libraries such as

The Source and CompuServe Information Service, to games contained in public access data bases and to other microcomputers in homes and offices. The graduate Modem operates at 300 baud and is easily attached to a modular telephone handset jack. Suggested retail: \$59.95.

The Graduate Printer is a 40-column, thermal system which operates at 50 characters per second. The Graduate Printer uses paper stock readily available at all retailers that handle Atari products, as well as other computer products outlets. Print quality is sufficient to produce simple graphics and to provide hard copy back-up for personal files. The Graduate Printer produces upper-and lower-case letters, numbers and lines, and blocks for graphics such as bar charts and graphs. Suggested retail price: \$99.95.

The Graduate Add-On 16K Memory Module cartridge plugs into the system's interface module to expand the Graduate's random access memory to a maximum of 32K. Suggested retail price: \$69.95.

The Graduate system is set to hit all retail outlets this October, along with all of the above-mentioned peripherals, and the following nine software products.

**AN INTRODUCTION TO PROGRAMMING** is a program that introduces the user to the computer keyboard while teaching the fundamentals of introductory programming and programming language. Beginners start by performing simple mathematical calculations, and eventually develop their own personal programs. In the course of their instruction, examples of the computer's color graphics and capabilities are provided. Suggested retail: \$40.45.

**CHILDREN'S INTRODUCTION TO PROGRAMMING** teaches youngsters the fundamentals of basic programming with step-by-step easy-to-follow instructions. Creative colorful displays keep children interested and entertained as they become familiar with the computer. Suggested retail: \$40.45.

**HOME FILING MANAGER** is an organization tool that allows the user to catalog and file everything from addresses and birthdays to tools and books. A private filing system for almost everything can be established, and information can be created, stored, edited and retrieved with this easy-to-use, flexible program, which requires the Graduate Wafer Drive to run. Suggested Retail: \$40.45.

**FAMILY FINANCES** allows the user to analyze, review and update yearly and monthly income and expenditures and organize personal finances. A budget can be set up for future use and the existing budget can be revised at any time. Suggested retail: \$40.45.

**TYPO ATTACK** is a fun, colorful tool designed to familiarize beginners with the typewriter keyboard and help advanced typists improve their typing speed and skill. As the invading typos fall

from above, players must defend their eight bases by pressing a designated key on the keyboard, which destroys the typo. The more typos destroyed, however, the more frequent the typo attacks. Soon, players don't have time to search for a key or keys, and must rely on their touch-typing skills. Suggested retail: \$35.45.

**MONKEY UP A TREE** lets children have fun while learning addition, subtraction, multiplication and division in this unique game, with the help of a hungry monkey and some ripe bananas. Each time a given mathematical problem is answered correctly, the monkey climbs part way up a banana tree. If an incorrect answer is given, or too much time is taken, the monkey slides a little down the tree, and the correct answer is displayed for study. Suggested retail: \$35.45.

**DONKEY KONG** features three full screens, detailed graphics and bright, colorful animation. This is an improved home version of the blockbuster coin-up game. Suggested retail: \$40.45.

**ROBOTRON: 2084** takes place in a time when the deadly Robotron robots have taken over the world in this, another home version of a coin-op classic. Players must use

a 360-degree laser gun (and lightning-quick reflexes) to protect the last family on earth from these mechanized menaces. More than 95 moving characters on the screen provide dazzling action. Suggested retail \$40.45.

**CAVERNS OF MARS** is a search-and-destroy mission beneath the surface of the Red Planet where players must maneuver their spaceship toward an alien stronghold at the bottom of the cavern. There, they must activate a bomb and escape, while avoiding floating mines, rubble and enemy space ships. **CAVERNS OF MARS** is already a popular computer game from Atari. Suggested retail: \$40.45.

All of the above software packages are expected to reach retail outlets in October, the same time as the arrival of The Graduate System and peripherals.

NOTE: Watch for future issues of **THE LOGICAL GAMER**, when we will begin reviewing all Graduate software and peripherals in a new special Computing section for game system computer users, with program listings, advice, features and MORE!

To find out more on your own, contact: Atari, Incorporated, 1265 Borregas Ave., Sunnyvale, CA 94086, (408)745-2000.



The new Atari 2600 Voice Controller allows players to control games with oral commands.

COLECO...

(Continued from Page 1)

\$400. Both do exactly the same thing.

It is important to note that ADAM has already been hailed as a major breakthrough by a number of major media. Never before has an entire system of such power and versatility been offered at a price so low. In fact, it has already been decided that **THE LOGICAL GAMER** will indeed make ADAM one of the few computer systems for which it will soon begin publishing software reviews, programming hints, and reader listings, to name but a few.

No major announcements of new ColecoVision games were made at the show, other than the announcement, without actual demonstration cartridges available, of the coming of **TARZAN** and **WAR GAMES** cartridges. Instead, the company will concentrate on getting the games they've already announced at previous

shows to the public. Just available or coming very shortly are **SLITHER** (with the special RollerBall controller), **BASEBALL** (with the special Super Controller), **FOOTBALL**, **BOXING**, **TIME PILOT** and **VICTORY**. Soon to follow are **HUCK ROGERS - PLANET OF ZOOM**, **SUB ROC**, and **FRONT LINE**.

Just before this writing, a company spokesperson confirmed that Coleco has dropped plans, at least for the present, for their previously-announced Super Game Module and Super Game Wafers. The explanation? The Super Game modules were set to retail for a suggested \$100 and, with the introduction of ADAM, it was decided that \$300 more wasn't too much to ask for even better games than the module could provide -- with a complete computer system, too.

For more details, contact: Coleco Industries, Incorporated, 945 Asylum Avenue, Hartford, CT 06105, (203) 278-0280.



# MATTEL UNVEILS 21 NEW TITLES, HARDWARE AND COMPUTER ADD-ON

With 21 new titles for 1983, Mattel Electronics now offers a library of over 50 titles for their own Intellivision and Intellivision II video game systems. A number of these games have already been released, but many more are on the way soon, along with another bundle from their M-Network line for the Atari VCS. The company also displayed a pleasing array of peripherals, including Intellivision controllers, their new Entertainment Computer System, and some exciting software and peripherals for the system.

Especially interesting was the announcement of Mattel's new "SuperGraphics," a cartridge programming technique that further maximizes the graphic capabilities of Intellivision.

"SuperGraphics" is made possible by the new and exclusive Mattel Electronics Graphics Development System. New Intellivision cartridge releases will benefit from the numerous product advantages of "SuperGraphics." All characters will have high-resolution definition while moving objects can be many different colors.

In addition, new Intellivision video games will feature multiple game screens such as the seven different mazes in Intellivision **BURGER TIME**. Other benefits include animated title screens, a unique scrolling playfield and more diverse colors.

New titles that have benefited from the Mattel Electronics "SuperGraphics" technique include **BURGER TIME**, **PINBALL**, **MASTERS OF THE UNIVERSE**, **MOTOCROSS**, **MYSTIC CASTLE**, **MISSION X**, **THIN ICE** and **BUZZ BOMBERS**. The SuperGraphics technique is also being applied to M-Network games by Mattel for the Atari VCS, beginning with the title, **IN SEARCH OF THE GOLDEN SKULL**.

New games displayed at Summer CES, or still under development for '83 and early '84 release:

**BURGER TIME:** As the merry chef in **BURGER TIME**, players are out to build delicious hamburgers. As they run through the colorful maze, gamers must assemble the ingredients, and watch out for the menacing Nasties -- Mr. Hot Dog, Mr. Egg and Mr. Pickle -- who are out to ruin the meal. The nasties must be buried under beef patties, lettuce and buns, or knocked out with peppers. If four burgers are built, the player moves on to the next level. Coming for Intellivision and for the VCS.

In **BUMP 'N' JUMP**, players hit the road with Jumpin' John, the daring daredevil driver with lead in his foot and victory on his mind. Gamers drive with him as he bumps other cars off the track, jumps over perilous hazards and speeds down the raceway for scores that take them right into the winner's circle. If the car goes off the road, it crashes and the player must start again.

In the **ADVANCED DUNGEONS AND DRAGONS TREASURE OF TARMIN** cartridge, gamers have found the secret map to the underground lair of the dreaded Minotaur. They can go in, but can never come out unless the Minotaur is slain and his Great Treasure claimed. As the player makes his or her way through the hallways and chambers, monsters yield to conventional or spiritual weapons. The proper defenses must be gathered along the way, but they must be used sparingly, especially when nearing the Minotaur. For Intellivision and the Atari VCS.

In **MASTERS OF THE UNIVERSE**, the player is the powerful HE-MAN, hero of Eternia. Only HE-MAN can stop the villainous Skeletor from conquering his people. The player must weave HE-MAN through a maze to Castle Greyskull to find the Power Sword that can stop Skeletor. Once at the Castle Greyskull, HE-MAN battles arrows and

dangerous moving walls to protect the secrets of Eternia contained inside. For Intellivision and the Atari VCS.

Gamers fly a top secret bombing raid over enemy territory in **MISSION X**. The mission: to wipe out the enemy battleships, tanks, artillery guns and bridges that come into view as the plane sweeps over the country. Enemy flak and gunfire must be avoided or a plane will be lost. Enemy planes must be shot down or avoided, too. Players may touch their planes down and go at it again, flying during the day and attempting dangerous night missions. For Intellivision and the Atari VCS.

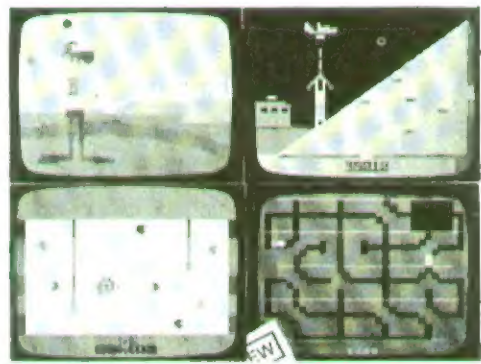
The player is the engineer in **LOCO-MOTION**, deftly guiding a train through scrambled track. The gamer has to put the right tracks together to help the train continue safely on its way, picking up passengers. A crazy train has to be avoided, too, as players race to beat the time schedule. Also coming for Intellivision and for the VCS.

**KOOL-AID MAN** is another new game coming for Intellivision and for the Atari VCS. The object of the game is to get all the Kool-Aid ingredients over to the sink. The kids must gather all the Kool-Aid, sugar and a pitcher and bring them to the sink, all while avoiding dangerous Thirsties. After all the ingredients are assembled, the game moves to another phase. The new game, based on the famous Kool-Aid Pitcher Man character, is, obviously, geared for the younger set.

**ROCKY AND BULLWINKLE** must stop the evil Boris and Natasha from robbing a train full of priceless valuables. While Boris uses "Upsidarium" to float the valuables up to Natasha's waiting helicopter, Rocky must fly around and intercept them. When Rocky catches the valuables, he gives them to Bullwinkle for safe keeping. The game also has a special education mode which causes Rocky and Bullwinkle to intercept numbers instead of valuables, in order to create equations. Another kid's special, coming for Intellivision and Atari VCS play.

In the new Intellivision **ALL-STAR MAJOR LEAGUE BASEBALL**, the player is the home team in blue, engaged in an incredibly realistic home video baseball game. This new version features fly balls as well as grounders, base stealing and even clouds of dust when a player slides on base.

In **THIN ICE**, the player is an Arctic penguin surrounded by a cold group of rival penguins. It's up to the player to break the ice, skating around each penguin to make the ice give way and send the rival into the freezing water. But a hungry



(From left to right) **ROCKY AND BULLWINKLE**, **MASTERS OF THE UNIVERSE**, **KOOL-AID MAN** and **LOCO-MOTION**.

seal is chasing the player's penguin the whole time. Just when things seem safe, along comes a mammoth polar bear.

Players are out to extinguish an angry swarm of honey bees, armed only with a spray can of bee repellent, in **BUZZ BOMBERS**. As the bees buzz ever closer, gamers hit them with a blast of spray to turn them into pieces of honeycomb. The more honeycombs, the more points scored. For Intellivision.

**PINBALL** is an Intellivision-only video version of arcade pinball games. Gamers get five balls for scoring points and three different game variations, along with realistic flipper action and authentic sounds, for one or two players.

In **MOTOCROSS**, gamers race their motorcycles on an outdoor course. Points are scored by completing the course in the fastest time, but care must be taken to avoid water hazards, missed turns and crashes, for which they lose time and points. For Intellivision.

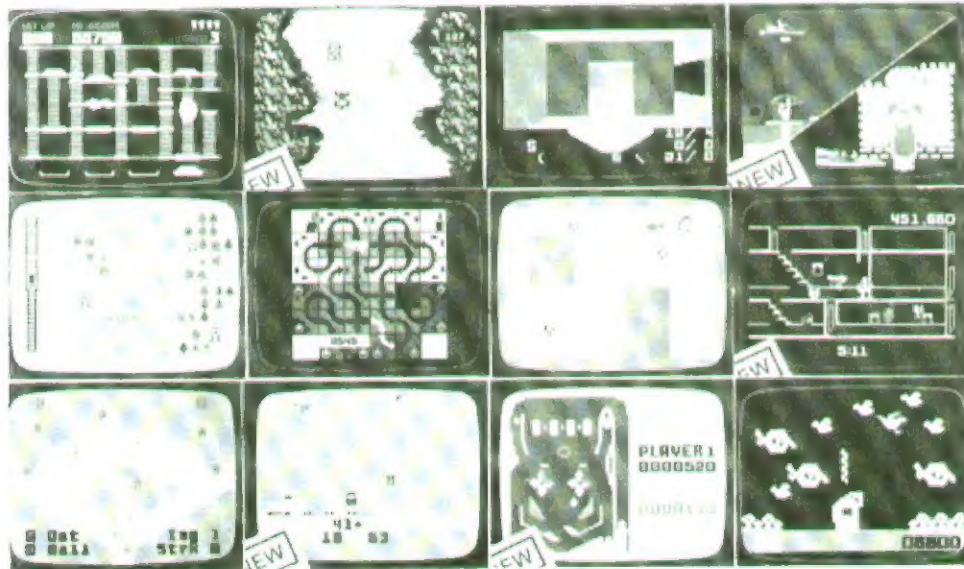
**MYSTIC CASTLE** is a whimsical new medieval fantasy game. The player takes the role of a knight in shining armor on a quest for survival. The journey takes gamers through the enchanted forest, where three dragons wait with heated breath. Then the player's knight must go through a castle maze to a dark dungeon, where three demons present the final challenge. For Intellivision only.

**IN SEARCH OF THE GOLDEN SKULL** is a new VCS-compatible adventure game from Mattel's M-Network, for the Atari VCS. Players must engage in a worldwide search for a priceless artifact -- a solid gold human skull. A treasure map can be used to determine the Golden Skull's location, then the search begins. Along the way, air battles, steaming swamps and a pyramid maze are encountered.

Whether it's creating their own video games, writing BASIC computer programs, or learning how to play a musical instrument, Intellivision master component owners can now add all they need to their existing equipment and expand to home computing, with the new Intellivision Entertainment Computer System.

Within the modular concept, the original master component or the re-styled Intellivision II remains the "brains" of the system, with a 16-bit microprocessor that

(CONTINUED ON NEXT PAGE)



Among the new games coming for Intellivision: (From left to right): **BURGER TIME**, **BUMP 'N' JUMP**, **ADVANCED DUNGEONS AND DRAGONS TREASURE OF TARMIN**, **MASTERS OF THE UNIVERSE**, **MISSION X**, **LOCO-MOTION**, **THIN ICE**, **KOOL-AID MAN**, **ALL-STAR MAJOR LEAGUE BASEBALL**, **ROCKY AND BULLWINKLE**, **PINBALL** and **BUZZ BOMBERS**.



MATTEL...  
(Continued from last page)

plays over 50 Intellivision games. Consumers can then connect a variety of peripherals and accessories in three categories -- games, computing and music. Each of these categories features special software designed to enhance the hardware capabilities.

In the category of games, there are several connections adding to the family's entertainment and enjoyment. The System Changer is designed to allow users to play all Atari 2600-compatible games when plugged into the master component. This means the Intellivision Entertainment Computer System will offer the largest library of game software available anywhere. Similar to the Atari 2600, the System Changer has left and right difficulty switches, an on/off and game select switch, plus a color/black and white switch. Unfortunately, owners of the original Intellivision master component model #2609 will have to have a factory adjustment made on their equipment, at their expense, to use this module.

Also coming are Intellivision joystick controllers that can be plugged into the System Changer, or Intellivision II directly. These new joysticks combine the detail of the 12-key input and side action buttons from the Intellivision hand controllers with the ease of an arcade-type joystick. This accessory also works in place of the detachable hand controllers on the Intellivision II.

Intellivision video gamers will soon be able to turn their favorite system into a fully programmable computer that's expandable to a total system memory of 64K. The key component in this category is the Intellivision Computer

Adaptor. It plugs into the master component and unlocks the power of the 16-bit microprocessor. The adaptor includes built-in BASIC language, provides an additional 2K RAM and 12K ROM, and increases the sound channels to six. Possibly the most important feature, however, is its ability to accept a complete line of Intellivision peripherals and accessories.

The Intellivision Computer Keyboard, packaged with the adaptor, connects into the adaptor unit. The keyboard resembles a standard typewriter, with a 49-key full-travel keyboard. With BASIC computer language already built-in to the system, the computer provides an easy, color-coded approach to learning programming. It also brings a whole new dimension to video games by allowing the player to change many aspects of the game, such as graphics, skill level and game action.

To store important programs and documents, the computer adaptor and keyboard work with either the Intellivision Data Recorder or the Intellivision Printer. Both peripherals (new this year) plug into the RS-232 interface in the rear port of the adaptor. The data recorder offers easy filing and retrieval of programs while the printer works as a handy tool for "hard" copies of everything from spelling lists to recipes.

In addition, the computer adaptor accepts a number of accessories, such as the Intellivision Program Expander, that adds 32K RAM and 12K ROM to the total memory of the system. The program expander comes in a cartridge form and plugs into the top of the computer adaptor. Extra hand controllers or joysticks plug conveniently into the adaptor, allowing up to four players to enjoy video games



Mattel's new Intellivision Entertainment Computer is totally modular, attaches directly to Intellivision II and comes with an impressive array of optional software and peripherals.

together.

The new Intellivision computer add-on will support some exciting Mattel software, too. Falling into three categories: education, BASIC programming and "SUPER" games.

**THE JETSONS WAY WITH WORDS** is an easy and fun way for youngsters to improve spelling and grammar. It's an arcade-style action learning game that progresses through grade levels, from pre-school up.

**NUMBER JUMBLE** gives children of all ages an opportunity to sharpen mathematical skills in addition, subtraction, multiplication and division. This is also presented as a challenging learning video game. Gamers can play at their own pace and make the math games harder as their skills improve -- and the program comes with special math exercises.

**THE FLINTSTONES KEYBOARD FUN** gives both adults and kids a game to help develop useful programming skills.

In the BASIC programming area, there will be three cartridges initially: **MR. BASIC MEETS BITS 'N' BYTES**, **GAME FACTORY** and **PROGRAM BUILDER**. In **MR. BASIC MEETS BITS 'N' BYTES**, players learn to write simple programs on the computer keyboard while playing three lively video games.

**GAME FACTORY** lets users create their own video games. The **GAME FACTORY** software comes with the graphics and game play already designed, but the player can select the characters and action to complete the program.

**PROGRAM BUILDER** is an intermediate-level cartridge that helps the user to learn BASIC computer language and write his or her own programs.

There are also three titles coming in the "Super" game category:

In **WORLD SERIES BASEBALL**, the player experiences national TV action, with camera-pans across the playing field and a split screen for close-ups of base runners. A player can be team manager by programming in the batting and pitching statistics for the team, or compete against a friend.

A cassette (data recorder required) providing the vital

statistics from famous baseball players throughout history will also be available to add to the enjoyment of **WORLD SERIES BASEBALL**. With this cartridge/cassette combination (sold separately) Fernando Venezuela will actually be able to pitch against Babe Ruth!

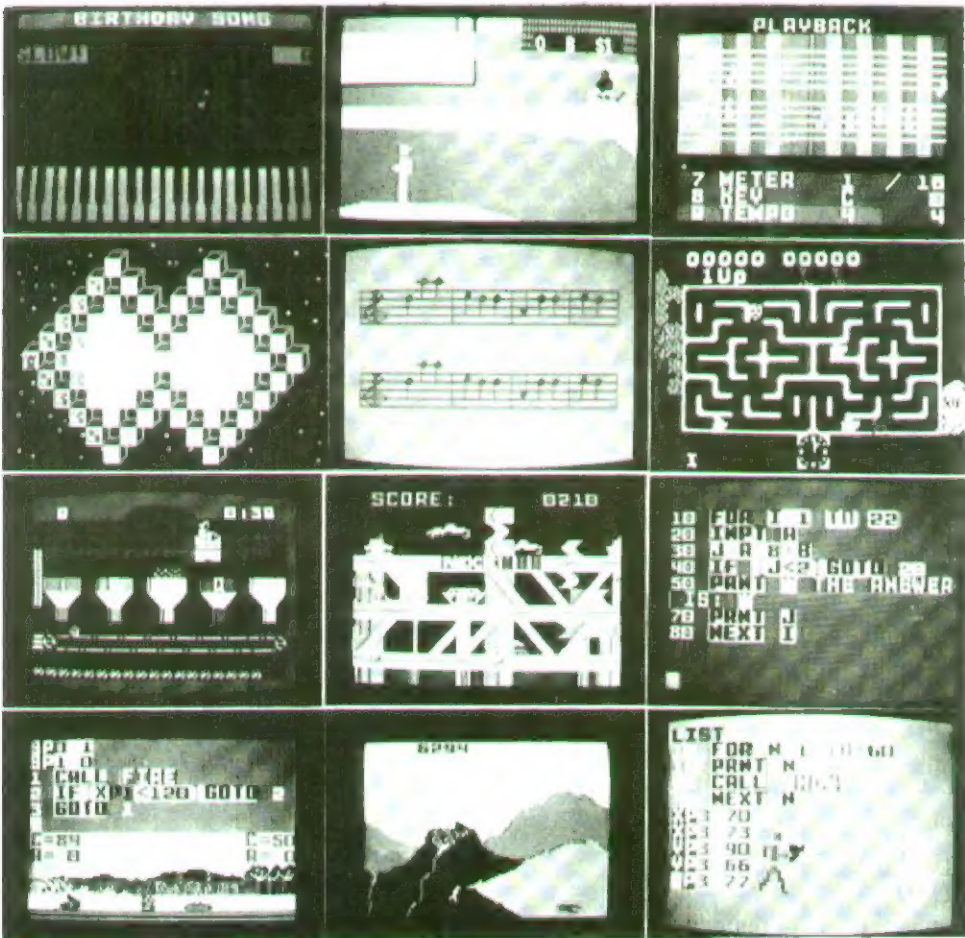
**MIND STRIKE** is a three-dimensional space-age version of the chess board game. Play against the computer, a friend, or watch the computer play itself in one of more than 50 challenging variations, or create your own variation with the computer keyboard.

**SCOOBY DOO'S MAZE CHASE**, the player moves Scooby Doo, Hanna Barbara Productions' famous dog, through a maze after ghosts. He or she must stay constantly on the lookout, though, because a skull and crossbones are hot on Scooby Doo's trail. The game comes with ten pre-programmed mazes that players can change, or they can start from scratch and create their own.

The computer keyboard isn't the only keyboard that will work with the computer adaptor and master component. There is also an Intellivision Music Synthesizer (sold separately), coming. This is a full-sized, 49-key music keyboard, with the same look, feel and touch of a real organ keyboard. The keyboard is a six-note, polyphonic synthesizer that's not only fun but educational as well. The system can teach the whole family how to read and compose music. It can even change the tempo and transpose keys of the songs the user records when using the music software.

Two special music cartridges, **MELODY BLASTER** and **SONG WRITER**, will be available this year. **MELODY BLASTER** is a musical version of the popular Intellivision **ASTROSMASH** video game. Instead of asteroids and satellites falling from the sky, musical notes descend in the pattern of popular songs. In **SONG WRITER**, the user can compose melodies and record them on a cassette for future playback and editing.

To enhance the musical software, there will be a



Intellivision Entertainment Computer System software includes (from left to right): **MELODY BLASTER**, **WORLD SERIES BASEBALL**, **SONG WRITER**, **MIND STRIKE**, **MUSIC TUTOR**, **SCOOBY DOO'S MAZE CHASE**, **MR. BASIC MEETS BITS 'N' BYTES**, **PROGRAM BUILDER**, **THE JETSONS WAY WITH WORDS**, **THE FLINTSTONES KEYBOARD FUN**, **NUMBER JUMBLE** and **GAME FACTORY**.

(CONTINUED ON PAGE 8)



# ACTIVISION DISPLAYS THREE NEW GAMES, SNEAK-PREVIEWS THREE MORE

Activision, the original independent video games software manufacturer, displayed a total of six new games at the Summer Consumer Electronics Show, for the Atari VCS and Mattel's Intellivision video game systems. Half of the new titles were sneak previews, due for "future release," and the other half will be released by summer's end. Here's a run-down on the new games displayed:

In **CRACKPOTS**, the first Activision game from designer Dan Kitchen, a wide-eyed rooftop gardener named Potsy tosses flower pots at a swarm of creepy sewer-bugs crawling toward his apartment windows. It is compatible with the Atari 2600 VCS and Sears' Tele-Games Video Arcade and will carry a suggested retail price of \$31.95. The game will be available at retail in early August.

**CRACKPOTS** begins with Potsy, mouth open, staring frantically down from the roof of a multistoried building. What he sees are hordes of undulating bugs that are massing in the sewer, poised to scale the wall.

Suddenly, the assault begins. The player, using the joystick controller, must guide Potsy to the appropriate petunia pots which -- with a push of the red button -- Potsy heaves from the ledge onto the encroaching roaches.

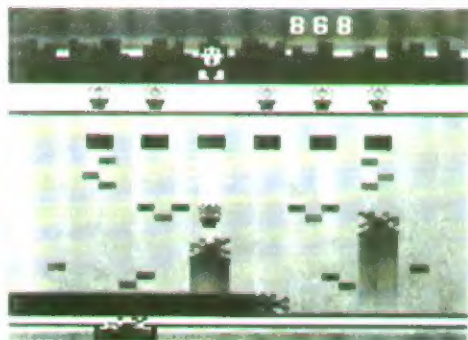
The bugs continue to come in platoons. The first batch is black and swarms straight up. Each successive platoon is of another hue and crawl-pattern: some sidle sideways, some crab crookedly, others zip in zany zig-zags.

Potsy pushes with particular passion because if just six reach his windows, a voracious monster bug will buzz through the bottom floor -- after which the building drops a level with a resounding, comical boom. Naturally, the closer to the ground Potsy gets, the less time he has to pick off the wriggling intruders. The action gets faster as the player tries to keep Potsy from going "buggy."

**THE ACTIVISION DECATHALON** opens as a torch-bearing athlete trots into a hushed stadium while the Olympic theme plays in the background. Then the competition begins. All ten events of the modern decathlon are represented. A gauge at the bottom of the screen measures the

player's actual performance against a scale of maximum potential. Times, distances and points are also automatically tallied on a scoreboard. If a player scores 1,000 or more points in any one event, he or she is rewarded with a trumpet fanfare.

David Crane, creator of **PITFALL!**, designed **THE ACTIVISION DECATHALON** with varied gameplay in mind: a player-controlled athlete runs the 100, 400 and 1500-meter races as well as the 110-meter hurdles. He puts the shot and throws the javelin and dis-



Activision's new VCS game, **CRACKPOTS**, presents the player with an interesting new twist on the slide-and-shoot theme.

cus. He attempts the high jump, long jump and pole vault, too.

Crane also introduces a new element which adds a truly Olympian challenge to **THE ACTIVISION DECATHALON**. In each event, scoring is determined by the speed and timing with which each of up to four competitors can operate the joystick. The faster the player moves the controller, the better his or her athlete performs. Performance requires both skill and strength, as well as split-second timing.

In the jumping events, for example, the player gets three tries at each placement of the bar. Move the stick and the athlete sprints down the runway. The "jump" is made by a push of the controller button. Push too soon and the jump is short; too late and the jumper "scratches." It's a tricky, realistic and unique challenge.

The same is true of the throwing events: stick movement gets the athlete to the "board," then a push of the button sends the projectile -- shot, discus or javelin -- zooming out over the emerald green turf.

**THE ACTIVISION DECATHALON** is compatible with the Atari 2600 VCS and the Sears Tele-

Games Video Arcade. It will be available at retail in September and will carry a suggested retail price of \$34.95.

In **THE DREADNAUGHT FACTOR**, by designer Tom Loughry, the aqua planet Terra's galactic radar reveals a strange, plodding delta configuration which is 100 parsecs away and closing in fast. A Terran hyperfighter -- mobile, lightweight, made of a titanium-beryllium alloy, the finest battlecraft in the galaxy -- peels away from its fleet to investigate. Entering Terra's stargate, the hyperfighter is automatically hurled into star-jeweled hyperspace and accelerates to meet the unknown "factor."

But the "factor" turns out to be unlike anything seen in Terra's galaxy; it is a gigantic alien spacecraft that is, in fact, much larger than the entire video screen. One thing becomes immediately certain: the Dreadnaught is nothing less than a floating fortress bent on planetary destruction, and, when one is destroyed, another one takes its place.

Guiding his or her hyperfighter through a series of attack passes, the player fires laser bolts and drops deadly strontium bombs on the methodically advancing enemy. But the Dreadnaught is 1000 times bigger than the hyperfighter and bristling with sophisticated weaponry: blue battalions of fixed rocket cannons, which fire straight ahead; yellow towers that unleash deadly, heat-seeking "swarms"; large and small launchers, armed with relentless "tracker" missiles; and the ominous black silos, which house the doomsday warheads that will destroy Terra if the Dreadnaught reaches the stargate. To even the odds, however, the player can destroy the yellow "bridges" which reduces the overall firepower of the Dreadnaught by 50 percent.

The hyperfighter can only fly forward as it makes its attack passes. To destroy the enemy, the player must drop bombs on its achilles heels: 16 energy vents. The battle is ferocious; once the fighter flies beyond the Dreadnaught, it passes through an auxiliary stargate and returns for another assault on the behemoth invader.

The Dreadnaught approaches Terra, parsecs by parsec, relentlessly, never dodging fire, never flinching, ex-

uding awesome power and imperial arrogance. But it can be slowed by crippling the four red actinium-powered engines. Their collective "roar" drops in pitch as each one is destroyed, yet every Terran attack pass brings the Dreadnaught closer to the stargate. Time is limited -- and so is the fleet of hyperfighters.

**THE DREADNAUGHT FACTOR** is designed for Intellivision play. The new game will reach retail outlets in September and will carry a suggested retail price of \$39.95.

In addition, Activision also sneak-previewed three more games, **BEAMRIDER** and **WORM WHOMPER** for Intellivision game systems, and **SPACE SHUTTLE**, for the Atari 2600 VCS. **BEAMRIDER** is designed by David Rolfe and **WORM WHOMPER** was created by Thomas Loughry. **SPACE SHUTTLE** is the first game designed by Steve Kitchen, one of three Kitchen brothers now on the Activision design team. We'll have more details on these and other **ACTIVISION** games, as soon as they are available.

For more details, contact: Activision, Inc., 2350 Bayshore Frontage Road, Mountain View, CA 94043 (415)960-0410.

**MATTEL...**  
(Continued from Page 7)

variety of cassettes featuring the songs of popular contemporary, classical, "top 40" and country western artists, coming later this year. By combining the music cassette (data recorder required) to any of the musical software, well-known tunes can become fun-filled, colorful video games. Imagine hitting the notes of a Beatles hit by adding the cassette to the **MELODY BLASTER** cartridge! Instructional booklets will accompany the music cassettes.

Company spokespersons have said they expect to have the new Intellivision Entertainment Computer System accessories and software available at retail by August, but specifics about the exact dates -- and suggested retail prices -- on all of Mattel's upcoming '83 have been sketchy. More as soon as we know.

It was also discovered at the June Consumer Electronics Show that Mattel no longer plans to produce their Intellivision III third-generation super game system (announced in our last CES issue). A spokesperson for the company told **THE LOGICAL GAMER** that it was decided the new system would be literally outdated before it could ever hit the stores -- so they've put all of their energies, instead, into the modular Mattel Entertainment Computer System, using existing Intellivision and Intellivision II systems as the base, and into their new Aquarius line of stand-alone home computer systems.

To find out more for yourself, write or call: Mattel Electronics, 5150 Rosecrans Avenue, Hawthorne, CA 90250, (213) 978-5150.



Up to four players can run like the wind and compete in ten different events of the decathlon in Activision's new VCS game entry, **DECATHALON**, or meet the awesome Mother Ship in their new game, **THE DREADNAUGHT FACTOR**, for Intellivision.



## CBS SHOWS EIGHT NEW GAMES FOR VCS, 5200, INTELLIVISION AND COLECOVISION



Atari 2600 VCS owners can look forward to eight new titles from CBS Electronics over the next six months. Four will use the new RAM Plus Power Chip, developed exclusively by CBS, and two will come packaged with a free Booster-Grip Joystick Adaptor.

The eight new VCS titles are:

**SOLAR FOX**, with 26 unique patterns, including challenge racks and a hidden code word. This one should already be shipped to retailers as you read this.

**TUNNEL RUNNER**, developed by CBS designers using the RAM Plus Power Chip, sets the player in a three-dimensional



maze full of monsters and dead ends and dares him or her to get out. This one features two game variations and multiple progressive difficulty levels. **TUNNEL RUNNER**, also, should have already shipped.

**BLUEPRINT** puts the player's memory to the test in a fast-paced race to save a damsel in distress and uncover the secret password. **BLUEPRINT** should ship in VCS format this month.

**WINGS**, developed by CBS designers using the RAM Plus Power Chip, puts the player in the pilot's seat of a futuristic jet fighter. The game includes a free Booster-Grip Joystick Adaptor. This new game is set to ship to retailers in August.

**KICK-MAN** is a dizzying game of speed and dexterity. The player controls a clown who cycles back and forth on a precarious unicycle. As balloons rain down, he must catch them on his head or kick them up and try again. Challenge racks and other surprises are also included. This new game should ship in September.

**TARG** puts the player's stamina and skill to the test as he or she attempts to destroy the invading Targ ramships before they destroy him or her. This arcade translation should ship in September.

**OMEGA RACE**, another CBS arcade home translation, challenges the player to clear the field of Droid Ships, Vapor Mines and other Omegans, and then face new challenges. This is another game using CBS's new RAM Plus Power Chip and also includes a free Booster-Grip Joystick Adaptor. **OMEGA RACE** should ship to retailers in September.

**MOUNTAIN KING** is an action adventure game without shooting that transforms the player into a seeker of diamonds and hidden treasure. Unique musical clues aid him on his quest. This game, also, uses the new RAM Plus Power Chip. **MOUNTAIN KING** should start reaching retailers in October.

Also exciting are all the new formats that will benefit from CBS titles this year. These include Mattel's Intellivision, the Atari 5200 and Coleco's ColecoVision. Here's a list of what's coming from CBS in each of these formats:

later this year, for virtually all video game and computer systems. A horizontally-scrolling air battle game was also displayed in VCS format, and should be coming for other systems when it finally sees release. More details about these and all of Fox Video Games' products will be coming your way as soon as they are available.

To find out more on your own, contact: Fox Video Games, 4701 Patrick Henry Drive, Building Number 9, Santa Clara, CA 95050, (408)988-666.

### FOR INTELLIVISION:

Two of CBS's already-popular VCS games, **WIZARD OF WOR** and **GOLF**, are slated for release in Intellivision-compatible format this month. **BLUEPRINT**, the memory game with an obnoxious bully, a damsel in distress, exploding bombs and a hidden code word, **SOLAR FOX**, with 26 perplexing patterns including challenge racks and a secret code word, and **OMEGA RACE**, with unusual graphics, Droid Ships, Vapor Missiles and a madly-spinning Death Ship, are scheduled for August release. **WINGS** and two brand-new titles (more details as soon as they are available), **MADDEN FOOTBALL** and **DOMINO MAN**, will be available for Intellivision play in the fourth quarter of this year.

### FOR THE ATARI 5200:

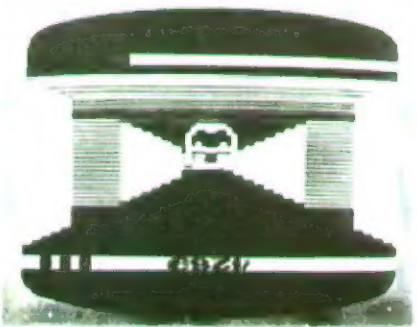
Five titles are slated for release this month, including **WIZARD OF WOR**, **GOLF**, **BLUEPRINT**, **MOUNTAIN KING** and **K-RAZY SHOOT-OUT**. The first four are already described above, or already familiar to most gamers. **K-RAZY SHOOT-OUT**, first available for Atari 400/800 home computers, is a unique, fast-action maze game with deadly droids and radioactive walls. CBS will follow up these initial releases with six new 5200 titles in the fourth quarter, starting with **OMEGA RACE** in late September, and continuing with **SOLAR FOX**, **WINGS**, **MADDEN FOOTBALL**, **STAN'S HOLLOW** and **DOMINO MAN** in October.

### FOR COLECOVISION:

CBS will ship four new games for this system in the fourth quarter of this year. The games coming include: **WINGS**, **MOUNTAIN KING**, **MADDEN FOOTBALL** and **DOMINO MAN**.

Starting this month and continuing throughout 1983, consumers can take advantage of an immediate \$5 rebate offer in support of **SOLAR FOX**, **BLUEPRINT**, **GOLF** and **WIZARD OF WOR**.

To find out more, contact: CBS Electronics, 41 Madison Avenue, New York, NY 10010, (212)481-6483.



**WINGS** and **TUNNEL RUNNER**, both coming from CBS for the VCS, utilize a new 8k expanded memory chip. **WINGS** comes with a free controller, too.

CBS Electronics' announced line-up of new games includes VCS **SOLAR FOX** and **BLUEPRINT**, and Intellivision **GOLF** and **WIZARD OF WOR**, among their list of other titles and formats.

## Cut-rate Carts

Just like record albums and books, video game cartridges that don't sell at full retail like they used to are now being bought up by "distressed merchandise" handlers at pennies on the dollar, then re-sold at slightly higher prices to mass merchandisers. What this spells for the consumer is an end-result purchase price of \$4.95 - \$7.95 for some pretty

good games.

Kandyman, of Kansas City, displayed cartridges purchased from Data Age, U.S. Games, Telesys and others, including Emerson Radio's Arcadia 2001 and games, all of which should reach retailers and sell to consumers for a fraction of their original retail prices. Next time you go out, check the "cut-out" bins for bargain games.

## PORKY'S AND NEW FORMATS COMING FROM FOX

As "Porky's -- The Next Day" was getting ready to hit the movie screen, Fox Video Games introduced at Summer CES a new video game based on the film. Their booth at the bi-annual electronics trade show even resembled the now-famous movie night spot, complete with bar and liquor bottles.

**PORKY'S**, the game, is being introduced in formats designed for compatibility with the Atari 2600 VCS, Mattel's Intellivision system and ColecoVision. With **PORKY'S**, Fox Video Games claims to have achieved major technological breakthroughs in the art of animation, which allows for much clearer character representation on screen. **PORKY'S** also utilizes more memory -- 8K -- in order to incorporate more program variety. Because the game features much more movement of characters per inch than

other games being offered in the marketplace, the characters appear somewhat lifelike and have smoother movements, according to the company.

**PORKY'S** also boasts superior color graphics on the five separate screens which are featured throughout the game. It allows players to advance to different levels -- and different screens -- when they secure certain objectives. In **PORKY'S**, gamers have to work their way across a highway, through a swamp, past showers and a scaffold before finding a way to blow up the bar. Players also gain and lose points all throughout the game.

**PORKY'S** should see release this August and September, for VCS, Intellivision and ColecoVision formats. Fox also displayed ColecoVision and Intellivision versions of their earlier VCS release, **MASH**, and a new game, **MASH II**, which should be coming,



## NEW GAMES FOR VCS, COLECOVISION, INTELLIVISION AND 5200 FROM PARKER

Citing full intentions to become a leader in the video game marketplace, Parker Brothers displayed new products in all popular formats at the Summer CES. One key to their apparent confidence is their acquisition of licenses for a number of top arcade games, such as **Q\*BERT**, **TUTANKHAM**, **POPEYE** and **SUPER COBRA**, and distribution of **JAMES BOND 007** and **RETURN OF THE JEDI** game cartridges in the same year the movies were released.

According to information at this writing, Parker Brothers has already begun shipping **FROGGER**, the first of their planned Intellivision cartridges. The game has not yet arrived for review, and this reporter was told it wasn't out yet on June 15 -- but, either way, it should reach stores very soon. Additional new game formats compatible with ColecoVision and Atari 5200 systems are also now in development, and will soon join the Atari 2600 (and Sears' Tele-Games) formats currently in the line.

New Parker Brothers video games shown at CES include: **Q\*BERT**, **POPEYE**, **TUTANKHAM**, **JAMES BOND 007**, **SUPER COBRA**, **DEATHSTAR BATTLE**, and **EWOK ADVENTURE**.

**SUPER COBRA** is Parker Brothers' home translation of the popular arcade game. Navigating through cavern-like mazes in helicopters armed with missiles and bombs, players must ward off enemy missiles, rockets and tanks, as well as dangerous UFO's. Their mission is to survive the enemy's defense systems and retrieve the booty held at the enemy's base camp. The cartridge will recreate a variety of scenarios, each familiar to lovers of the popular arcade game. Pilot-players must also carefully monitor the fuel gauge at the bottom of the screen and, if necessary, replenish the supply by destroying enemy fuel depots. The game will be compatible with the Atari VCS and similar systems in July. Intellivision, ColecoVision and Atari 5200 versions will follow in the fall.

**JAMES BOND 007** is based on the new Bond movie, "Octopussy." Gameplay begins as Bond, on assignment to recover stolen gems, is discovered aboard Octopussy's train. A frantic chase ensues as Bond leaps from boxcar to boxcar, dodging the knives and bullets hurled at him by his treacherous pursuers. Gamers must maneuver Bond down the boxcar's ladder and lead him into the safety of the undercarriage, where he can gather the gems and replenish his own ammunition. Players must also be careful not to allow Bond to fall off the speeding train. If the secret agent is successfully maneuvered to the train's caboose, the gamer is rewarded with a triumphant round of the movie's theme song -- and an even more challenging chase across a longer, faster train. The game will first be released in a VCS-compatible format

this month. An Intellivision version should start hitting stores by August.

Players venture into King Tut's tomb in search of keys that will unlock secret vaults rumored to be laden with fortunes in treasure in **TUTANKHAM**. Upon entering the tomb, players unknowingly conjure up a deadly curse that brings to life evil spirits intent on guarding the vaults and protecting the secrets of the tomb. Armed only with lasers, players must ward off these demonic and increasingly devious spirits. As players move

deeper into the tomb, they soon realize they may never escape. This new game should already be compatible with the Atari 2600 VCS (and similar systems). Late fall will see the release of **TUTANKHAM** for ColecoVision and Intellivision game systems.

It's a race up steps, across beams and back down ladders for Popeye as he attempts to "catch" the hearts and musical melodies sent to him by his sweetheart in Parker's new **POPEYE** cartridge. But -- Popeye needs spinach to fuel his daring efforts and evade the mean

Brutus, determined to thwart him at every turn. Players must help Popeye get to the leafy greens and maneuver across the screen to capture the notes. **POPEYE** is due for release in VCS and Intellivision-compatible formats in August. It will also be made available for ColecoVision and Atari 5200 systems in late fall 1983.

**Q\*BERT** is Parker Brothers' home translation of the popular Gottlieb arcade classic. In this new home game, players must help Q\*Bert hop

(CONTINUED ON PAGE 11)

## Imagic Shows New Games

Imagic unveiled eight new titles, for Atari, Coleco and Mattel systems, at the Summer Consumer Electronics Show in Chicago. Six were original games, one a licensed title and one a translation of a previously-successful Imagic game. The new games include:

**TARANTULA**, a forbidding treasure hunt in descending caves, coming for the VCS system only. If the player can outmaneuver the monsters, the reward is rare. **TARANTULA** successfully combines fast action with strategy.

**HOP TO IT** is actually a high-speed chase for two players, who attempt to capture the maximum number of positions on a continuously-descending play field. At first it looks like a simple reflex game, but players soon discover chess-like advantages. **HOP TO IT** is also an Atari VCS-only introduction.

In **SOLAR STORM**, fragments from an exploded sun and alien enemies bombard the player's home planet. In this multi-level defense game for the Atari VCS, the player's home planet may explode unless he or she moves quickly. Dennis Koble, the game's designer, was able to program some very impressive special effects into this game.

Three of Imagic's original titles will be coming soon for three video game systems at once: Intellivision, ColecoVision and the Atari VCS. They include:

**FATHOM**, a sea myth adventure of unusual tempo, involving dolphins and sea gulls in a treacherous, prehistoric setting. The game involves complex maneuvering of the joystick to master all angles of play. Rob Fullop designed the VCS version of this, at once peaceful and menacing, game.

**FLAP!**, also a three-system game, presents the player with a symbolic double bind. A dragon must protect its nest and its own life using fireballs against boundless enemies. This colorful game blends strategy with action in near equal measure.

**MOONSWEEPER** is an exciting space rescue executed by concept designer Bob Smith for the Atari VCS, but available

upon release for Intellivision and ColecoVision, too. It's the year 2084. Miners are trapped on Jupiter's moons. Enemy craft and meteors are only part of the perils the gamer must face. A crash landing of the rescue ship must be avoided at all costs.

The final two Imagic games-only system productions include **BEEZER** and a highly effective translation of **NOVA BLAST**, just released for Intellivision, now coming for ColecoVision, too.

**BEEZER**, which has been graphically captured for the Mattel systems, challenges the player to enter a honeycomb and outsmart the bees, including the deadly Queen. It's a maze and strategy game combined, licensed from the arcades, where the player must calculate every move to survive.

**NOVA BLAST**, out now for Mattel-compatible play, will soon be coming for ColecoVision. In the Coleco game, **NOVA BLAST** takes on new depth, and the graphics expand with the capacity of the system. In this space defense game, the player engages in galactic dogfights to defend encapsulated cities.

In May, Imagic announced a strategic redirection, placing major emphasis on compu-

ter software. Does this mean that Imagic has abandoned production for the Atari VCS, Intellivision or ColecoVision? "Not a chance," said William F. X. Grubb, Imagic president. "It's simply a matter of balance and planning for change already underway. We'd be foolish to ignore the fact that there are over 12 million Intellivision and Atari video computer systems in homes across the country and that those owners are more sophisticated than ever. We also recognize, along with consumers, that ColecoVision offers state-of-the-art graphics and exceptional play capacity." Watch these pages for more from Imagic!

### LATE-BREAKING NEWS FLASH:

In a last-minute press announcement, Imagic informed us that they have changed the names of three games debuted by the company at CES. Upon release, **TARANTULA** will be named **LASER GATES**, **HOP TO IT** will be known as **QUICK STEP**, and **FLAP** will be known as **WING WAR**, rather than the original names they were shown under at the show.

To get all the details, contact: Imagic, 981 University Avenue, Los Gatos, CA 95030, (408)399-2200.



New titles coming from Imagic include (from left to right): **MOONSWEEPER**, **FATHOM**, **QUICK STEP** (formerly **HOP TO IT!**), **BEEZER**, **WING WAR** (formerly **FLAP!**), and **LASER GATES** (formerly **TARANTULA**).



## "DOUBLE-ENDERS" AND MORE COMING FROM XONOX

Xonox, K-Tel's new line of home video games, displayed the first of their new "Double-Enders" cartridges at the Chicago Consumer Electronics Show. The cartridges each contain two completely independent 8K game programs, packaged in one case and marketed at the same list price as a single game from other manufacturers.

According to the company, the Double-Ender concept was born from the notion that two high quality games on one cartridge would more likely be purchased by game players who are often limited by budgetary reasons to only one or two new cartridges per year.

As announced last issue, the first wave of XONOX video game cartridges includes three Double-Enders: **SPIKE'S PEAK/GHOST MANOR**, **HERCULES VS. THE TITANS/CHUCK NORRIS-SUPERKICKS** and **SIR LANCELOT/ROBIN HOOD**, all in Atari 2600 VCS-compatible format.

**SPIKE'S PEAK/GHOST MANOR** will be available at the end of July. Other formats will follow later in the year. In **SPIKE'S PEAK**, the player is Spike, with only three lives with which to reach the summit of the Peak. On the first screen, the winding foothills trail, the gamer must jump

bears, avoid diving eagles and seek shelter in canyons and caves. If Spike survives, he can jump from ledge to ledge or scale a sheer rock wall, using alternative character movement and climbing aids such as a rope and pitons, on the second screen. Failure to jump a mountain cactus could also cost Spike a life as he is temporarily paralyzed and unable to dodge falling rocks. When Spike reaches the third screen, he must overcome glacial ice, snowslides, crevasses and the dreaded Abominable Snowman, but he'll also find Ice Diamonds and a chance to reach the top of Spike's Peak. But time is of the essence as Spike climbs to the higher, colder regions of the mountain, because his falling body temperature slows him down and makes the climbing impossible.

On the other end of the same cartridge is **GHOST MANOR**, a chilling mystery game. As the game begins, the player finds him or herself in a lonely graveyard outside Ghost Manor, on a dark and fog-shrouded night. Inside, a friend in distress is trapped and waits for the gamer's help. Using advanced programming techniques, the player can choose to make his or her

on-screen character either a boy or girl, then knock over all the tombstones in the first screen, in order to find the key, lantern and tools needed to get into the Manor. Some of the tombstones conceal ghostly spirits that will attack.

Once the key is found, the play advances to the second screen, where the player must destroy guards at the Manor's entrance and evil spirits lurking nearby. Finally, inside the evil mansion, the player advances to screens three, four and five, and is confronted with ghouls and a witch who blows out the lantern. Then the player must continue the search in the dark, with only lightning flashes to guide the gamer's character. Finally, the friend is found, but the game isn't over. Now BOTH characters must fight their way back out of the house and to safety, before it collapses and traps them both.

**HERCULES VS. THE TITANS/CHUCK NORRIS-SUPERKICKS**: In **HERCULES VS. THE TITANS**, the player assumes the role of the mighty Hercules. Mount Olympus is under siege by the Titans and Hercules' gods are powerless to stop them without his help. First, the player must help him fortify himself with the Herb of invulnerability that only grows in one of several dark caves, flashing briefly as it blooms. But -- the caves also hide hungry lions.

In screen two, which scrolls vertically, players are climbing the golden stairway to Olympus with only a club, brute strength and jumping prowess to defend themselves against speeding fireballs, tumbling boulders and rain-slicked footing. In screen three, the player reaches the Olympian battlefield. The gods continue to die in a shower of fire and brimstones and the allies help by stunning the Titans with thunderbolts, but only Hercules can kill them.

The gamer's quest is attempted as Chuck Norris on **CHUCK NORRIS-SUPERKICKS**, on the other side of this Double-Ender game cartridge, searching for mystical truths contained in a monastery at the far end of a labyrinthine forest. The forest is filled with evil warriors, so when the player sets out, he or she must select the right combination of paths to provide Chuck with the safest way through it.

As the first path is chosen, Chuck comes face to face with a warrior. The scene then instantly changes and the two are plunged into combat. The player has a forearm block with which to defend him- or herself and powerful leg kicks and punches with which to thwart the enemy. If the player succeeds, the play goes back to the forest and the gamer must select another path or continue on the same one. As Chuck approaches the monastery, the path is blocked by

the magical Ninja, the final obstacle to the player's objective.

Again, both of the above games will come on one Double-Ender cartridge, for the Atari VCS. Other formats will follow later in the year. No release date was given at this time.

**SIR LANCELOT/ROBIN HOOD**: When the player assumes the role of Sir Lancelot, knight of the round table and protector of chivalry, in **SIR LANCELOT**, he or she is engaged in a quest for possession of the Blue Sword. Atop the winged horse Pegasus, Lancelot reaches the entrance of a dark and foreboding ice cavern where he is attacked again and again by strange, winged creatures. He must avoid the attack, with the gamer's help, and destroy the creatures by spearing them or driving them to the ground and trampling them. By using the fire button and joystick, the player can control the wing speed, altitude and direction of Pegasus the flying horse.

In later screens, after the entrance to the cavern has been cleared, the player sees the Sword, but the path

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### PARKER BROTHERS...

(Continued from Page 10)

across a pyramid of cubes which change color with each successful landing. Chasing Q\*bert are colored balls which fall down from the top of the pyramid, and the meddlesome characters, Ugh and Wrong Way, who "fall" up and across the cubes. Especially troublesome to Q\*bert is Coily who, after bouncing down the cubes as a purple ball, hatches into a pursuing snake. Players can help Q\*bert escape any of these obstacles by jumping him from the pyramid onto a whirling disc, which transports him out of danger and back to the top of the pyramid. **Q\*BERT** will be compatible with the Atari 2600 in July, Intellivision in August and for the Atari 5200 and ColecoVision in September.

**DEATHSTAR BATTLE** and **EWOK ADVENTURE** are two more Star Wars games coming from Parker. The first should see release this month and the latter by October. More details concerning available formats and suggested prices are not currently available.

The company also announced a new license agreement whereby they will be able to produce and market two new games based on the "McDonald's experience." One of them, designed especially for youngsters age 5 to 9, features the McDonaldland characters. The second is being billed as "a hearty treat for kids and adults alike -- a fast-action game served up the McDonald's way."

For more information, contact: Parker Brothers Consumer Electronics, 50 Dunham Road, Beverly, MA 01915, (617) 927-7600.



Xonox's new "Double-Ender" line includes **SPIKE'S PEAK** (Top left)/**GHOST MANOR** (Bottom left) and **CHUCK NORRIS SUPERKICKS** (Top right)/**HERCULES** (Bottom right).



**LANCELOT** (Top left)/**ROBIN HOOD** (Bottom left), one of Xonox's new "Double-Ender" cartridges, and the two-screen single-game cartridge, **THUNDAAR THE BARBARIAN** (Top and bottom right), will soon be available for the VCS and ColecoVision.



## MILTON BRADLEY ANNOUNCES VCS POWER ARCADE

Milton Bradley Company announced at the Summer Consumer Electronics Show the development of their new Power Arcade for the Atari VCS, Sears-Tele-Games and similar systems. Two models being introduced are Flight Commander and Cosmic Commander, giving home players "unparalleled hands-on control" and "super-sensitive joystick response."

Flight Commander simulates the sensation of sitting in the cockpit of a fighter plane. The command console has the look and feel of a machine gun, complete with

VCS console. Scheduled for national availability this summer, both models will come packed with their own game cartridges, and will sell for a suggested retail of under \$40 apiece. Both units will also work in conjunction with virtually any Atari VCS-compatible software.

**SPITFIRE ATTACK**, the cartridge included with the Command Console, forces players to survive dogfights and anti-aircraft fire, diving, strafing and, hopefully, pulling out just in time. In

(CONTINUED ON PAGE 13)



Milton Bradley's new Power Arcade Flight Commander, with a **SPITFIRE ATTACK** game cartridge included, will really put the player in the cockpit.

barrel gunsight, firing button, and two-hand operation. Players watch control panels flash and actually feel the vibrational feedback as they line up the target and fire. The second console, Cosmic Commander, gives the video game player the sensation of piloting a space-craft. Players see control gauges flash and experience similar vibrational feedback while firing the gun.

Both Flight Commander and Cosmic Commander attach conveniently into the Atari 2600



Cosmic Commander is Milton Bradley's second Power Arcade controller accessory, for space action games (**SURVIVAL RUN** cartridge included).

**XONOX...**  
(Continued from Page 11)

is still blocked by more of the winged horde and a fire-breathing dragon. The only chance against the dragon is to extinguish his flame with chunks of ice from the cavern walls before it all melts. Once the sword is captured, the quest continues, in another cavern, even smaller, darker and more challenging than the first.

On the other side of this cartridge is **ROBIN HOOD**. Maid Marian's only hope against the evil Sheriff of Nottingham who has locked her in his castle tower while he terrorizes the local populace. The quest requires skill and swiftness, because Sherwood Forest is swarming with the Sheriff's spear-hurling henchmen.

As the player, controlling Robin, fells the henchmen with his or her longbow, Robin acquires riches to help the poor. More villains attack until Robin has overcome them all and reaches the castle, but the guards see him and he must dodge their arrows and fireballs long enough to shoot the gatekeeper and enter the castle. Inside, there are more murderous minions, and randomly-

## N.A.P. INTRODUCES NEW GAMES FOR VCS, COLECOVISION AND ODYSSEY-2

N.A.P. Consumer Electronics, manufacturers of the Odyssey-2 video game console and software, will introduce video game software for use on a variety of video game and home computer systems in the near future.

According to Mike Staup, vice president and general manager of the N.A.P. video game software group, "Our years of experience in software development and our established broad distribution network give us a strong base upon which we expect to build our market share in this highly competitive industry." N.A.P.'s software group introduced five new game titles at the Summer Consumer Electronics Show.

In **THE ADVENTURES OF THE PINK PANTHER**, (for Odyssey-2, Atari and ColecoVision systems), players control the Pink Panther as he sneakily makes his way through several screens, attempting to outwit the inspector. For his final challenge, he must dangle from a swinging rope, steal the famous Pink Panther diamond and escape unnoticed. N.A.P. purchased home video game licenses for the Pink Panther and Inspector characters from MGM-UA Home Entertainment Group, Inc.

In **POWER LORDS**, (for Odyssey-2, Atari and ColecoVision systems), Adam, Leader of the Lords, and Shaya, Queen of Power, are extraterrestrial warriors who battle deadly aliens on the mystical Volcan Rock. Using lasers to fight the alien space serpent, the

Power Lords can gain entry into the rock and search its endless chambers for the glowing touchstone that activates powerful anti-alien weapons and devices. **POWER LORDS** is licensed by Strongin-Mayem, International. Revell toys will also market a complete line of Power Lords toy action figures.

**CAVERNS AND CREATURES** (for ColecoVision) is a game for the serious fantasy adventure player, the kind of player who wants his or her "quest" to last longer than just a few hours. Its unique information storage capability allows a player to maintain his or her hero's "characteristics" even when the game is turned off, so the adventure can continue for weeks -- even months. Players select and name their characters, and build up strength, intelligence, wisdom and dexterity "characteristics" by guiding them through a 10-level, 256-room cavern, filled with monsters and rich treasures. Players can buy weapons and armour with the treasures they collect, or trade them for magic items to increase their characters' abilities.

In **SWAT TEAM 2000** (for ColecoVision), players help a SWAT team find the vulnerable flash point in the midst of a bustling city which will transport them inside a particular building. Once inside, they must destroy marching aliens attacking them from all sides or the

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collapsing stairs can plunge Robin to his death. Bonus points and a kiss from Maid Marian rewards Robin's success before the action moves on to level two.

The above is also a Double-Ender coming from Xonox, for the Atari 2600, and for other popular systems later this year. No specific release date was known as we went to press.

Xonox's new **THUNDARR THE BARBARIAN** was also shown at Summer CES, available in two formats, for the Atari 2600 VCS and for ColecoVision. It's the first of Xonox's coming single-game cartridges. More are planned, based around high-profile, licensed television characters.

With the **THUNDARR THE BARBARIAN** cartridge, the video game player is faced with the challenge of **INVISIBLE SCREEN** action. While playing one screen, events that effect the player take place on another screen that the gamer can alternately control.

In the play, the gamer assumes the role of IV superhero Thundarr the Barbarian. Thundarr's search is for the Sun Sword, which would enable him to free Princess Ariel, who is imprisoned in the castle tower on the invisible screen.

In the deep caverns beneath the castle, Thundarr

must elude strange, mutant creatures and vicious bats, using only his (the player's) wits. The Sun Sword is hidden by the cavern's darkness. While he searches for it, Princess Ariel faces danger from the swooping Bird People. The player must abandon the quest, switch screens and rush to control the Princess Ariel, using her lightning bolt powers to defend herself. Safe for the moment, the player returns to Thundarr's position and searches for the sword. Once it is found, Princess Ariel is released, both characters jump to safety and an even more challenging adventure begins.

This new single-game cartridge is due out from Xonox in August.

No information about exact suggested retail prices was available at press time, though Xonox does claim all their cartridges will cost "no more than other games from major manufacturers."

Each game on the Xonox Double-Ender contains a separate 8K memory chip for enhanced memory and superior graphics on multiple screens. A dustcover is provided with each cartridge to protect the end not in use.

Contact Xonox by writing or calling: Xonox, 11311 Fifth Street South, Hopkins, MN 55343 (612)932-4070.



## NEW SUPERCHARGER, COLECOVISION GAMES FROM STARPATH

Our last issue reported that Starpath would show at least five new games for their Supercharger VCS memory-booster system at the summer CES in Chicago. They held true to their word, and offered up a couple of important surprises as well, also displaying new translations of their most popular Supercharger games, in cartridge form, for Coleco's ColecoVision video game system. Starpath also displayed a Supercharger version of the ever-popular **FROGGER** -- another surprise.

New titles for the SuperCharger system are **RABBIT**

**TRANSIT, SWEAT: THE DECATHALON GAME, SURVIVAL ISLAND, PARTY MIX** and **SWORD OF SAROS** (a tentative title).

**RABBIT TRANSIT** uses three separate game screens and 25 vivid colors. The player is a rabbit who must avoid snakes and poison butterflies, take a turtle ride and jump platforms while dodging dropped objects. The third screen is a clever scoring display.

**SWEAT: THE DECATHALON GAME** is a multiloop game involving energy, timing, strategy and reflexes. Up to nine players can participate in ten superbly reproduced events of the decathalon.

**PARTY MIX**, also a multiloop game, pits one team against another in five high-action team-oriented party games, for up to four players.

In **SURVIVAL ISLAND**, the shipwrecked player must evade shark attacks and conserve food and water while trying to reach an island refuge. Loads two and three beset the player with trials en route to and within a secret temple on the island.

**SWORD OF SAROS**, still under development, is being billed as an "ultimate adventure game of invisible mazes," and involves secret rooms, strange creatures, treasure, magic and cunning.

Right before the show, Starpath Corporation signed a licensing agreement with Sierra On-line and Sega to release a SuperCharger version of **FROGGER**, the popular coin-op game.

According to executive vice president of research,

development and engineering, Dr. Robert Brown, the Supercharger arcade translation will be released sometime this summer and will carry a suggested retail price of \$17.95.

**FROGGER** is the first arcade-licensed product developed by Starpath. The company plans to release additional SuperCharger translations of successful coin-op games in the future.

"The SuperCharger system lends itself very well to translating arcade games because of its expanded memory and graphics capabilities," said Brown. "We are currently investigating a number of titles for similar translation."

Suggested retail prices on the other coming SuperCharger titles weren't released at press time, although it is assumed they will all fall within the \$15.95-\$17.95

### NEW VCS TITLES FROM AVALON HILL

At the Summer CES, Avalon Hill, an established Computer and Board game manufacturer for the past 25 years, announced the formation of The Avalon Hill Video Game Company, to produce and market games for the Atari VCS, Sears Tele-Games and similarly-compatible systems.

The company debuted three new VCS games, and claims they have integrated a great deal of board game strategy into the type of quick-play hand-eye-coordination games so typical of the horde of video games now on the market.

**LONDON BLITZ** is a game that seems at first to be a typical hand-eye match, as one must run around the streets of London locating UXB's (that's code talk for "unexploded bombs"). Once located, the object is to disarm the bombs before they go BOOM. But -- to disarm one, the player must deduce

the disarming code by process of logical deduction.

Finally, there's **WALL BALL**, a 3-D racketball game. Avalon Hill claims the strategy in this one is very subtle indeed, and may not ever be seen by many players -- who might never get past the first of nine available levels of play. The game is being billed as one designed for the VCS afficiando.

**DEATH TRAP** utilizes simple "mechanics" that bely its subtleties. An addictive-looking zap-em video game, the real challenge in this one is in the manner in which the player must develop a clear strategy to control where the "enemy" is going to build its defenses against the player.

For more details, write: THE AVALON HILL VIDEO GAME COMPANY, 4517 Harford Road, Baltimore, MD 21214, or call (301) 254-9200.

### BRODERBUND INTRODUCES VCS GAMES

This fall, owners of the Atari VCS (2600) can buy something special from Broderbund Software. Broderbund has announced the scheduled release of its "Special Edition" line of VCS game cartridges.

"What makes the 'Special Edition' unique," according to Vice President Gary Carlston, "are technological improvements in the software which will distinguish Broderbund's VCS games from anything else on the market. We don't plan to design an extensive array of VCS games every year," he adds, "because the market is not short of software. But when we achieve a breakthrough we'll introduce a unique product."

"Because Broderbund has been a successful producer of computer games software for three and a half years our customers in the trade know of our experience and commitment to the products we sell," states Carlston. "This is not an experiment. We want

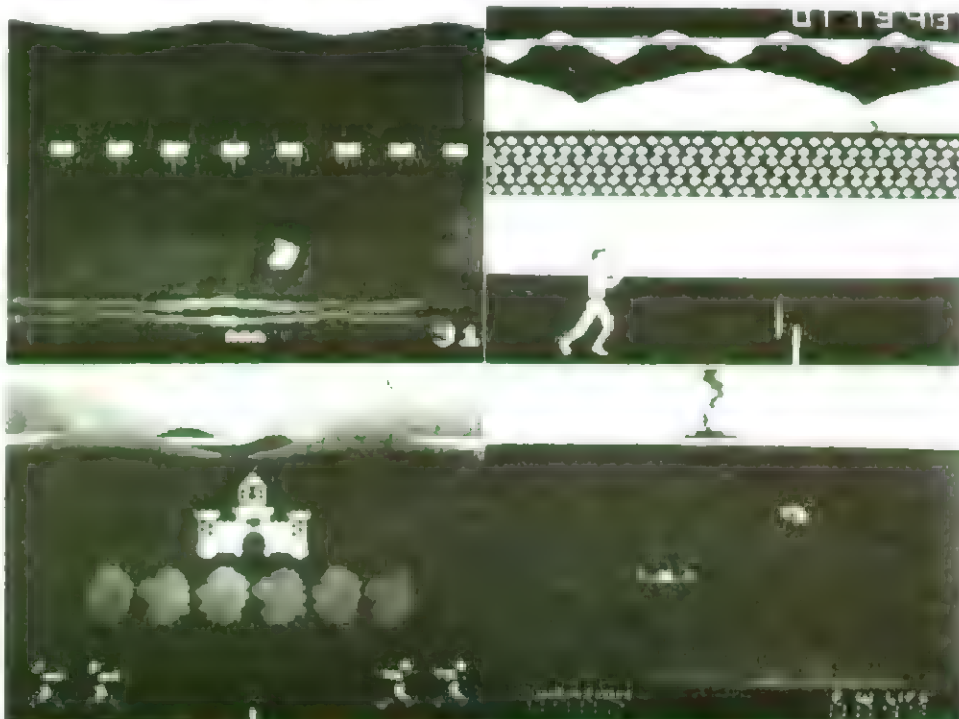
to satisfy all Atari owners regardless of whether they have a small computer or a VCS unit."

At the Consumer Electronics Show in Chicago Broderbund demonstrated **SKY BLAZER**, a multi-level air combat simulation which has been a star performer in the micro computer market, and **SOLO**, a completely new 3-D flight simulation program developed exclusively for the VCS.

In addition to the "Special Edition" products, Broderbund is also introducing Atari 5200 cartridge versions of **CHOPLIFTER!** and **SERPENTINE**, which were voted Best Arcade Game and Best Maze Game respectively by the CES Software Showcase.

Both 2600 and 5200 products will be released to distributors in the fall. Suggested list prices have not yet been determined.

For more details, contact: Broderbund Software, Inc., 1938 Fourth Street, San Rafael, CA 94901, (415) 456-6424.



(From left to right) **RABBIT TRANSIT, SWEAT: THE DECATHALON GAME, PARTY MIX** and **SURVIVAL ISLAND**, four new games coming from Starpath for their Super Charger.

### MILTON BRADLEY... (Continued from Page 12)

building and the city will be doomed.

**AIR DEFENSE** (for ColecoVision), is a game of skill and challenge, requiring strategy and fast action. The gamer is at the controls of the nation's most vital defense satellite. On the radar screen, the player can detect approaching alien missiles. The gamer's job is to protect all the major cities, by zapping the oncoming missiles with laser beams before they reach the land. If the attack is survived, the player must quickly rebuild any damaged cities by transporting food, raw materials and machinery, always watching for enemy spies. **AIR DEFENSE** is, at this writing, a working title.

**ADVENTURES OF THE PINK PANTHER** is expected to be available for Atari systems in September, for ColecoVision in December and for the Odyssey-2 at a date to be

announced later. **POWER LORDS** I should be ready for Atari and ColecoVision systems in September, and for the Odyssey II in October. **AIR DEFENSE** is expected in September, **FLASH POINT** in November and **CAVERN** in October.

Contact N.A.P. Consumer Electronics, Interstate 40 and Straw Plains Pike, P.O. Box 6950, Knoxville, TN 37914.

### N.A.P.... (Continued from Page 12)

**SURVIVAL RUN**, the game included with the Cosmic Commander, players must thread their way through a maze of tunnels on a mission to seek out and destroy the Droigan outpost. Careful navigation is a necessity, as a wrong turn can lead into dead end passages, spelling certain doom.

For more information, contact: Milton Bradley, Springfield, MA 01103, (413) 525-6411.



## VECTREX SHOWS NEW GAMES, COMPUTER KEYBOARD AND MORE

Five new game cartridges for the Vectrex Graphic Computer System were introduced by General Consumer Electronics at the Summer Consumer Electronics Show. The new additions, announced in our last issue, bring the total number of Vectrex cartridges to a selection of over 20 games. New Vectrex entries include:

**POLE POSITION:** One of today's number one arcade hits, now available for Vectrex play. **POLE POSITION** promises Vectrex owners all the challenge of a Formula 1 racing event, with non-stop action.

**STAR CASTLE:** Players experience an intergalactic voyage as they search for the fortress in a far away galaxy of shimmering walls of gold. They must try to survive the menace of the Energy Cannon in this Vectrex rendition of the arcade hit.

**BATTER-UP ACTION BASEBALL:** Finally, a Vectrex version of the ever-popular summer sport, displayed in those laser-sharp vector graphics with realistic action and game-play.

**DARK TOWER VOLUME 1:** Gamers enter the world of Dark Tower -- a world filled with adventure, danger, and all the mysteries of ancient magic. The player controls a regiment of warriors as he or she searches a mysterious forest for the magical keys that will unlock the Dark Tower. Based on the Milton Bradley game of the same name.

**POLAR RESCUE:** Players journey to the icy waters beneath the North Pole. As the commander of a highly-maneuverable and powerful

submarine, the gamer must rescue the sole survivor of an ill-fated expedition, seeking out the survivor on a radar scope and piloting the submarine to their rescue. The dangers of deadly mine fields and creatures of the deep must be avoided during the quest.

GCE also had their new Vectrex 3-D Imager on display at the show. The 3-D Imager is an add-on that brings true three-dimensional visual effects and color to Vectrex video game play.

The 3-D Imager is a special headset that plugs into the other controller port on the Vectrex console and is worn, like a pair of goggles, by the gamer. Inside the goggles is a multi-colored set of spinning "windows." When worn while playing special 3-D Vectrex cartridges, the Imager makes the screen display appear three-dimensional and in full color. The effect can be even more stunning than that of some of the most recent vector graphics arcade machines. Without the goggles, the games look about the same as any other Vectrex cartridge would look.

Four special 3-D Imager cartridges are scheduled for release when the Imager hits the stores: **MINE STORM**, **NARROW ESCAPE**, **CRAZY COASTER**, a game which features an eye-view of a wild 3-D ride on a roller coaster, and a fourth game, yet to be announced. More arcade hits and original Vectrex games are planned for use with the 3-D Imager later in the year.

The 3-D Imager will be shipped to retailers this fall, selling for a suggested

\$50 retail.

The new Vectrex Light Pen was also displayed at the show. This device, which plugs directly into the Vectrex console, allows the user to interact directly with the product's microprocessor through the built-in Vectrex screen. It will be priced to retail at approximately \$40.

the user simply "plays" the cartridge with the Light Pen attached and, utilizing a number of on-screen commands, chooses options with the pen itself. The various options cause different facial features or other art objects to appear. These can then be "pulled" to the middle of the screen with the pen, put



When used in conjunction with the **ART MASTER**, **ANIMATION**, **MAIL PLANE** or **MELODY MASTER** cartridges, GCE's new Vectrex Light Pen enables users to draw their own pictures or cartoons, play music or study geography.

### STARPATH...

(Continued from Page 13)

price range suggested for all of Starpath's other releases. **RABBIT TRANSIT** should already be available at retail. **SWEAT** should reach stores this month. August should see the release of **SURVIVAL ISLAND** and **PARTY MIX. SWORD OF SANOS** is due to hit retail outlets in September.

The Starpath SuperCharger increases the Random Access Memory (RAM) of the Atari 2600 VCS (and similar systems), adding high-resolution graphics capabilities and giving the sets "true computing power." Now selling for an all-time low \$44.95 suggested retail, the unit plugs directly into the VCS cartridge slot, then connects to any standard audio cassette player. Starpath's games are then "loaded" into the game system by running them on the cassette recorder. They come in cassette cartridge form and retail for between \$15.95 and \$17.95 each. The SuperCharger expansion module is now available in a completely new package that will immediately identify it as a hardware device. It now fits the Coleco VCS expansion module and comes packed with a free **PHASER PATROL** game cassette.

At least as exciting as the above news was the un-

veiling of three Starpath titles coming for Coleco's ColecoVision video game system: **PHASER PATROL**, **ESCAPE FROM THE MINIMASTER** and **DRACONSTOMPER**. The new games will all be revised and expanded versions of popular Starpath games for their VCS-compatible SuperCharger, in ROM cartridge form.

"Starpath is proud to be one of the first companies to support the Coleco system," said Bob Brown. "There was an installed base of approximately one million ColecoVision units at the end of the first quarter of 1983, and sales are increasing. Starpath will initially provide these consumers with three of our unique existing SuperCharger games, and will continue to translate games while developing new titles for the ColecoVision system."

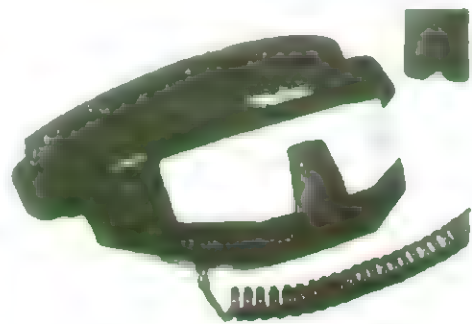
All three new Starpath ColecoVision games are scheduled to be available at retail in September. The suggested retail price for the single load **PHASER PATROL** game is \$34.95. The multi-load games, **ESCAPE FROM THE MINIMASTER** and **DRACONSTOMPER** will retail for a suggested \$39.95.

To contact Starpath, write or call: Starpath Corporation, 2005 De la Cruz Blvd., Santa Clara, CA 95050, (408)970-0200.

and is scheduled to be shipped to retailers this fall.

Used with the **ART MASTER** cartridge, the new "user friendly" Light Pen allows the consumer, for the first time, to sketch lines and figures, as well as create animation -- right on a home video game screen. In addition to animating the figures, the **ART MASTER** cartridge offers the ability to slow down or speed up the animation.

To play with **ART MASTER**,



Wearing this new Vectrex 3-D Imager will add full color and 3-D to the system's vector graphics displays, when used with special cartridges.

together to form a picture, and then animated. The Pen also allows the user to draw free-hand.

General Consumer Electronics has also developed three additional cartridges for use with the Light Pen. These cartridges include: **MELODY MASTER**, a learning tool introducing Vectrex owners to the fine art of music composition through an entertaining and exciting approach; **ANIMATION**, a step beyond the animation skills available in the **ART MASTER** cartridge, with expanded graphic opportunities; and **MAIL PLANE**, a graphic depiction of the world's geography, combined with an exciting new game that instructs as it entertains.

The Vectrex Computer Keyboard, now under development at GCE and announced in our last issue, was presented in prototype form at the June CES, but only to gain retailer reaction to the product's configuration. The keyboard they presented looked nice, but seemed awfully hard to

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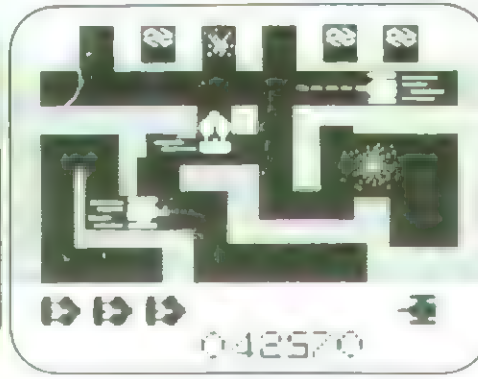


## SEGA SHOWS FOR NEW TITLES FOR 2600, 5200 AND INTELLIVISION

Sega, a long-time well-known arcade giant, displayed four new home games at the

Summer Consumer Electronics Show in Chicago, and announced an Atari 5200 version

of TAC-SCAN, one of their earlier releases for the Atari VCS. The new games in-



Sega's new titles include TAC SCAN, STAR TREK and THUNDERGROUND, among others for the Atari VCS, Intellivision and Coleco's ColecoVision video game systems.

## AMIGA SHOWS TRIPLE-GAME CARTS, JOYSTICKS

Amiga Corporation took the wraps off a unique three-game cartridge for the Atari 2600 and similarly-compatible systems at CES. Using microprocessor-controlled ROM technology, the new multiplay cartridge approach allows the creation of games with dramatically expanded graphics and sound, while still providing the convenience of the plug-in format. The new multiplay cartridges, called The Power-Play Arcade series, contain three completely different video games -- not just variations of one.

The first release, Power-Play Arcade #1, will feature all-3-D video game format, including 3-D GHOST ATTACK, 3-D HAVOC and 3-D GENESIS.



Amiga's new Power-Stik, for Intellivision and ColecoVision game systems.

Power-Play Arcade #1 will retail for between \$30 and \$40. Delivery is scheduled for release in the third quarter of this year. Arcade #2 and #3 are currently under development and are scheduled for release later this year.

Amiga also announced the addition of three new video game controllers to its Power-Stik product line, announced last issue.

Designed to work with ColecoVision, Intellivision and TI99/4A systems, the new entries share the same precision switching mechanism, high-quality construction and ergonomic design present in Amiga's Power-Sticks for Atari (2600/400/800/1200XL) and Commodore (VIC 20 and 64) hardware.

The new Power-Stik for ColecoVision differs physically from the factory-supplied controller in two ways. First, the control stick is located at the base of the unit instead of the top. Second, it has been designed so the keypad section is tilted up at a 30-degree angle, for easy viewing of the slide-in Mylar overlays supplied with many game cartridges. A standard nine-pin plug and six-foot cord make installation simple.

The Power-Stik for Intellivision is similar to the ColecoVision version in relation to control stick location and keypad tilt. The difference is the substitution of the control stick for the standard Intellivision circular control disc. The keypad section is designed to accommodate Intellivision game overlays.

The ColecoVision and Intellivision controllers are set to retail for around \$30 each. They will also be available in twin-packs for about \$40.00.

Amiga's other products, mentioned in the June issue of THE LOGICAL GAMER, include the innovative new Joyboard foot-operated video game controller, and a number of upcoming game titles, all for the Atari VCS.

For more information, contact: Amiga Corporation, 3350 Scott Boulevard, Bldg. #7, Santa Clara, CA 95051, (408) 748-0222.

clude: THUNDERGROUND, STAR TREK, BUCK ROGERS - PLANET OF ZOOM and CONGO BONGO.

TAC-SCAN is already available in VCS-compatible format, and the venerable arcade game-maker announced at the show that a version for the Atari 5200 should hit retailers in August. In this game, players are confronted by a deadly superfleet of ships from the planet of Ahm. Gamers must battle these evil aliens as they pass quickly, and must dodge not only enemy laser fire, but the enemy ships as well. TAC-SCAN is the first home video game where players can deploy ships from a reserve fleet, choose the squadron size and command multiple ships.

### THE NEW GAMES:

**STAR TREK:** Based strongly on the popular computer text game, this arcade translation, from one of SEGA's latest vector-screen coin-op challenges, will be coming for the Atari 2600 and 5200 in September. **STAR TREK** is a Strategic Operation Simulator home video game. It gives players control of the Starship Enterprise -- right in their living rooms, utilizing the Warp Drive, Impulse Power, Photon Torpedoes and Phasers to take on the deadly Klingons in a battle to the death.

**THUNDERGROUND**, coming late this month for the Atari 2600 (no other system formats for this game have been announced as of this writing), puts players deep beneath the planet Vector. Gamers must control a core capsule on a desperate mission to tunnel its way to the cratered surface and destroy the enemy nuclear bases. For the player, making the right moves and making them fast is a must, if all the enemy bases are to be destroyed.

Sega's **BUCK ROGERS - PLANET OF ZOOM** will be available in Atari 2600 and 5200 formats by early November. In **THE PLANET OF ZOOM**, the player is Buck Rogers and the video screen is the player's cockpit window. Buck's ship must be maneuvered through enemy-infested surface channels and Smasher tunnels, and around life-threatening city spires to do battle against an endless array of bizarre alien ships. The object: destroy the evil enemy Source Ship.

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## SPECTRAVIDEO UNVEILS COMPUMATE COMPUTER ADD-ON, COLECOVISION GAMES AND JOYSTICK

Spectravideo unveiled five new games for Coleco's ColecoVision at the Summer CES, in addition to showing their new Compumate computer keyboard add-on for use with the Atari VCS, and their new ColecoVision-compatible Quickshot III joystick.

The new Coleco games were something of a surprise. Development was polished in the last three weeks before the show. Despite their newness, however, they should already be shipping to retail outlets by the time you read this. The new games include adaptations of two previously-released Spectravideo VCS games and three new entries. They are:

**MASTER BUILDER** -- the new VCS game from Spectravideo, translated to the ColecoVision screen with expanded graphics and play.

**SUPER CROSS FORCE**, another Spectravideo VCS original for ColecoVision. This game is only based on the original concept, however, and features full-blown ColecoVision graphics and a lot more action on varied screens.

**ARMORED ASSAULT** is an interesting tank battle. Players must traverse a maze to reach one another's store of spare tanks and blast them. Fuel tanks must be blasted to keep the tanks from running out of gas and blowing up before the objective is reached.

**FRANTIC FREDDIE** has the player controlling Freddie as he tries to put out a fire in a building that is burning out of control. The fire hydrant helps and Freddie has to worry about a cat, and other dwellers, about to jump out of the window.

**SPECIRON** is another original ColecoVision game coming. Details about this one were very sketchy at show time, will be revealed as soon as they are available.

All of the above new games are expected to reach retailers soon, if they haven't already. Suggested retail prices haven't been released at this time.

Spectravideo's new Compumate VCS computer keyboard add-on is also ready for shipment at this writing, and was displayed at Summer CES as well. The Compumate is a full-power unit with 16K built-in ROM and 2K built-in RAM, built-in Microsoft BASIC and a 42-key Sensor Touch Keyboard.

With it, users can write their very own programs, and get a fine introduction to the popular and important BASIC language. Spectravideo will soon offer a line of existing programs for use with the unit as well. All

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### VECTREX...

(Continued from Page 14)

type on. It's certain improvements will be made before the final unveiling. The software for the keyboard shown by the company seemed extremely useful and easy to utilize.

To contact GCE for more information, call or write: General Consumer Electronics, 233 Wilshire Boulevard, Santa Monica, CA 90401, (213)458-1730.



## COLECOVISION GAMES AND EDUCATIONAL SOFTWARE FROM SYDNEY

Johnny Hart, creator of the "B.C." and "Wizard of Id" comic strips, has entered the video games market. Hart and his partner, Jack Caprio, recently signed a contract giving exclusive worldwide rights for the use of their comic strip characters to Sydney Development Corporation of Vancouver, Canada. Sydney develops multi-media games and educational software for video game systems and personal computers, specializing in Coleco and Atari systems, as well as IBM and Commodore.

So far, Sydney has been very successful with **EVOLUTION**, the first major computer game to come out of Canada. Originally produced by Vancouver teenagers Jeff Sember and Don Mattick for use on Apple computers, **EVOLUTION** will soon be coming in cartridge form for Coleco, Spectra Video and Atari systems. In **EVOLUTION**, the mission is to battle through the evolutionary scale, first as an amoeba, dodging the deadly DNA, on to the tadpole sequence, where frog fights fish, then as Rats battling snakes in a maze, then beavers battling alligators and gorillas pitting themselves against monkeys, until the final denouement. Then, as a human, players must fight the forces of evil in an ultratech city of the future.

**QUEST FOR TIRES**, Sydney's first game produced in collaboration with Hart and Caprio, will also be on the market this fall. It stars Thor, the first man, zipping through the world of B.C. on his prehistoric unicycle. Thor encounters the comic strip's famous personalities, including Dooky Bird, John the Turtle, Fat Broad, Dinosaur, Cute Chick and goes through a host of adventures. Thor's challenge is to rescue his girlfriend, the Cute Chick, from the terrifying pterodactyl, but, first, he must survive 30 screens with

day/dusk/night sequences. **QUEST FOR TIRES** will be available for ColecoVision, Commodore, IBM and Spectra Video systems.

**SPOOK MAZE** was also announced. Billed as "the ultimate maze game," **SPOOK MAZE** features the favorite Wizard of Id character, Spook. In his eternal struggle to escape the castle dungeon, Spook frees his fellow prisoners, sets out to reach the King's chamber and then freedom. As he travels, Spook meets all the Wiz characters; Blanche, Bung, Rodney, the Wizard, Evil Spirit and the King.

Also in the works is **WIZARD'S ADVENTURE**, featuring the Wizard of Id travelling through time and space to battle the forces of evil. In his time capsule, the Wiz races from era-to-era, from Stone Age to World War II. In each epoch, the Wizard must seek and defuse the millennium bomb -- the ultimate destructo device that, if exploded, would destroy that era and alter the course of history. As he tries to reach the bomb as quickly as possible, the Wiz battles natural and supernatural enemies, such as gladiators and Nazis. He must disable the bomb and get back to his capsule before it leaves for the next quest.

Down the road, but not too far, Sidney is also planning release of **ZOT!**, **GROG!**, and **BUNG JUGGLER!**. **ZOT!** features anteater vs. ants, **GROG!** is billed as "the ultimate consumption game" and **BUNG JUGGLER!** will be a four-part game starring Bung, from the Wizard of Id.

Sydney doesn't plan to be an entertainment-only company, however. Considering the education market the second largest use for software, the company has concrete plans to use its expertise there. Those plans were unveiled at CES, with the introduction of **WIZTYPE**, an

educational game featuring the Wizard of Id, star of the Johnny Hart-Brant Parker comic strip. In this game, the Wiz battles Evil Spirits which are accompanied on-screen by various words. If the words are correctly typed, the space bar activates the Wizard's Zap and wipes out the Evil Spirits. **WIZTYPE** is the first of a line of educational software that also includes **WIZWORDS**, **WIZMATH** and **WIZSPELL**.

**WIZMATH** will present children with an entertaining way to practice their math skills at a variety of levels, defined by the difficulty of equations and speed of spirits. The player helps Wiz zap the spirits by solving the equations. **WIZWORDS** teaches grammatical concepts such as structure and syntax. Players get the chance to build sentences, paragraphs and even stories with the help of a ghost in the Wizard of Id's tub. The ghost appears out of the tub and, with him, come words or phrases in random order. The object is to make

the ghost disappear by putting the words in an order which will make sense. The Wizard rewards correct answers by producing a visual representation of the meaning of the sentence.

Two other educational games, planned for release later in the year or early in '84, are **WIZMUSIC** and **WIZWORLD**. **WIZMUSIC** presents basic musical concepts and encourages creativity as the game, featuring Sir Rodney, includes building a musical phrase, chords and composition. **WIZWORLD**, also featuring Sir Rodney, teaches geography and features multiple levels and a "hint" facility.

All of the above Sidney games and educational software will be available in cartridge formats for ColecoVision and Atari computers, as well as for other popular computer and video game formats. It is our understanding that most of the above-mentioned games will come as

(CONTINUED ON PAGE 17)

SEGA...

(Continued from page 15)

**CONGO BONGO** is billed by Sega as a "video game cartoon adventure." Players must climb treacherous cliffs, avoid deadly scorpions, poisonous reptiles and dodge herds of charging rhinos, trying to capture the mischievous gorilla Congo Bongo. This one is coming in November for the Atari 2600 and 5200. It's a colorful hopping/running chase, played on multiple cliff levels and more.

Sega also announced they will be bringing their games to Intellivision systems -- but exact details as to when and which titles were not

available at press time. Suggested retail prices on some of their games were not available, either. More details as soon as they become available.

Sega's first release, **SUB SCAN**, has been delayed too long after shipping according to company spokesman. Lack of dealer and consumer reaction was cited as the reason. **SUB SCAN** was reviewed in the next issue, along with the games we didn't have for this month. See it with CES issues!

To find out more, contact Sega Consumer Products, 5550 Melrose, Los Angeles, CA 90038, (213)468-5000.

## NEW COLECOVISION GAMES COMING FROM MICROLAB

Micro Lab, a diversified publisher of computer software products, became one of the first independent publishers of game cartridges for ColecoVision with the introduction of four products for Coleco's video game system, at the June Consumer Electronics Show in Chicago. According to Micro Lab president, Stanley V. Goldberg, the new game cartridges should be available for shipment to retail outlets by July.

Among the games introduced was a ColecoVision version of the popular **MINER 2049er**, currently the number one game for home computers, featuring eleven different screens, instead of the usual ten. Micro Lab currently publishes **MINER 2040er** for Apple and has an IBM version coming in

July as well.

Bounty Bob, the hero of **MINER 2049er**, also stars in a new game that will be released for ColecoVision by Micro Lab. In **SCRAPER CAPER**, Bounty Bob takes a job as a fireman and pursues his arch rival, Yukon Yohan, through a multi-level burning building.

Additional ColecoVision games introduced by the company include: **DINO EGGS**, where players must utilize a time warp to save the dinosaurs of the past and move them into the twenty-first century, and **GLOBE GRABBER**, an outer space pin-ball action game featuring bells, buzzers and flipper action.

For more information, write: Micro Lab, 2310 Skokie Valley Rd., Highland Park, IL 60035, (312) 433-7550.

SPECTRA VIDEO...

(Continued from page 15)

the necessary cables are also included, allowing any audio cassette recorder to be used to store data.

The CompuMate's built-in music-making abilities include two octaves and two-channel capability. A built-in Music Composer program allows the user to compose and play his or her own songs.

Another built-in program, Magic Easel, lets users draw pictures in up to 10 colors. And -- artwork masterpieces created on the CompuMate can be stored for posterity on data cassettes with a simple "Save" command.

The CompuMate should reach retail outlets soon, and is set to retail for less than \$80.00.

Spectravideo's new Quickshot III joystick, also unveiled at the international trade show, replaces the standard ColecoVision controllers that are supplied with the unit. Patterned after their earlier Quickshot

Atari VCS controller, the handy controller features a pistol-grip joystick with a comfortably designed, contoured handle. Two sets of independent fire buttons are located at the top of the handle, and two independent left-hand fire buttons are positioned next to the alphanumeric keypad. The keypad is located above the joystick and features special "easy read" keys. Resting handsomely on six rubber suction cups, for stability, the new controller also comes equipped with an extra-long cord.

Spectravideo entered the video games market at last year's CES, with several VCS titles. They have since entered the home computer market with the introduction of two hardware systems and a large number of programs, but are still keeping their feet in the home video games market.

For more information, write or call: Spectravideo, 39 West 37th Street, New York, NY 10018, (212)869-7911.



## CONTROLLER AND ACCESSORY UPDATE

A large number of companies, old and new, displayed a broad assortment of new video game controllers and accessories at the June Consumer Electronics Show in Chicago. Possibly most visible was WICO, the long-time coin-op controller maker, with an extensive new line of joysticks and trackballs, for a number of systems. Other companies, old and new, unveiled everything from video game furniture to hardware carrying cases. We couldn't possibly cover them all this issue, but the following represents the controller and accessories highlights of the show. Future issues will keep you updated on the latest and the best among them.

WICO unveiled four new product line additions at the show. Since the line was introduced, in June 1982, more than one million of their Command Control joysticks have been produced.

New additions to their Command Control line include two models of arcade-quality joysticks, both with built-in trackballs. One is for use with Intellivision system and for the ColecoVision video game system. The all-in-one Joystick/Keypad for Intellivision features a bat handle joystick with four fire button locations on the base and sixteen-position movement.

The all-in-one Joystick/Keypad for ColecoVision is also equipped with a bat handle joystick with four fire button locations on the base. Eight-position movement provides the player with precision control.

A new analog Joystick with an adapter for the Atari 5200 Home Video System has also been introduced. It features a modified grip handle with two fire buttons, dual, heavy-duty potentiometers for 360-degree movement and full speed control and mode switches for centering/non-centering optional control.

The Command Control line has been expanded to include a new trackball for use with the Atari 5200 Home Video

(CONTINUED ON PAGE 17)

## AN INTERVIEW WITH ALEX LEAVENS DESIGNER OF STARGUNNER

All video game designers don't fit most preconceived notions about programmers. Contrary to popular belief, they don't all necessarily work anonymously, hidden away in small cubicles (or even in large spacious offices) at some giant video game company. Many of them are freelancers, working for a variety of companies at different times, on whatever projects interest them -- and not always for staggering sums of money. They design games because it's fun, and because they like the challenge.

Alex Leavens is one of those "mavericks," -- a freelance video game designer. His name isn't a household word -- not yet, anyway -- but he's had a hand in more than one video game title that is familiar to most anyone versed in the field. He's also young, talented and outspoken.

Alex's latest game is **STARGUNNER**, now available from Telesys. It's a frantic outer-space shoot-em-up, played on a horizontally-scrolling screen, ala **DEFENDER**, and receiving some pretty good reviews lately. Like most designers, Alex is a bit reluctant to talk about what he's got up his sleeve next, but you can bet it will be worthy of your consideration.

Although only 23 years old (not necessarily young by this industry's standards, but not old, either), Mr. Leavens has plenty of experience. He's had three years experience working for companies like Atari and Activision. Before that, he was a systems manager for some time, work he says he hated, because it was more of a sales position than one involving a lot of design. "I'd go in to work on Monday," he said, "and would have all my work done by Monday evening. Then I spent the rest of the week programming their computers to play **ASTEROIDS**."

He then went to work for Midway two years ago this August, starting in their games division and winding up in their VCS division for about six months. He also had a hand in writing the VCS version of **GORP!**, and feels the final product was a good job of converting an arcade game to that system.

Alex said a lot of people have the wrong idea about programmers and game designers. "As soon as people hear what I do for a living," he said, "they think I should be a millionaire. The truth is, most programmers I know rarely make more than \$20-30,000 a year."

How does he feel about video game critics? "It's better than no criticism. Some reviewers obviously haven't given a game more than a cursory glance, but most have something of value to offer." He feels more critics should look at the conversion of the game to the

system it was designed for -- then at the game itself -- always considering the system and its inherent limits, weaknesses and strengths.

When it comes to advice for beginning designers, Mr. Leavens has this to offer: "Be as much of an artist as you can. It's an artform, as much as others. Nobody is going to buy an ugly game. It must be graphically appealing. And you have to learn how to make the machine you are working on, with all of its limitations and idiosyncrasies, produce that appealing picture. Take business courses as a programmer," he adds, "because, although you have to be an artist first, it takes more than VCS programming ability to be more than a starving artist."

"To program for the VCS," he adds, "learn the machine thoroughly. An Atari 800 whiz will have some advanced concepts of what the VCS can do."

How do you sell what you have written? "At first glance," says Alex, "they (the companies) will not allow you to do something for them. Later, they just might provide you with a chance to do it. You just have to be patient. Give the computer -- and your programs -- time. Good programming takes a lot of effort."

Take the advice to heart. Alex Leavens obviously knows what he's doing, and he's already been there. As he says, programming is hard work. But -- if Alex's en-

thusiasm and obvious love of his work is any indication -- it definitely has its pleasures.

"It feels good to play a game I've designed and still can't beat," he says. "You play a game over and over while you are programming it." The trick, according to Alex, is to make it hard enough to keep the programmer interested -- without making it too hard for the average gamer. Apparently, some designers got so bored with their own programs they just kept adding more and more and more challenge to it, to the point of making it almost impossible for the average gamer to play. "I want to put you up at about 50,000 points and then get you really sweating," he says. His highest score on **STARGUNNER**, admittedly his proudest achievement so far, is 87,000 points.

Apparently, one of the only drawbacks to game programming is that it gets harder and harder to find a good arcade or VCS challenge. At the time of our interview, he said VCS **CENTAUPEDE** was the last cartridge he had bought. A lot of games, he says, have simply beautiful opening logos, but little more to offer.

As a fiction writer, I know what he means. As soon as I learned how a good story went together, and what made a novel work, all the "seams" started to show in everything

(CONTINUED ON PAGE 17)



ALEX LEAVENS...Designer of Telesys' **STARGUNNER**

SYDNEY...

(Continued from Page 16)

software for use with Coleco's new Adam ColecoVision Family Computer System, and at least a few will be available as ColecoVision cartridges. More details as soon as they are available.

For more details, contact Sydney Development Corporation, 103 Fourth Avenue, Ottawa, Ontario, CANADA K1S 2L1, (613) 232-7168.



## CONTROLLERS... (Continued from Page 17)



"The Boss" - Wico's new popular-priced joystick.

Game System, too. The Atari 5200 Trackball comes equipped with a "Y" cord that adapts the trackball and the existing game controller into the game system. Design features include injection-molded, modular construction -- identical to the best arcade models, two independent fire buttons, and a penolic ball with 360-degree movement, also used to vary the speed of on-screen objects.

A new Power-Grip Joystick, with a grip handle and two fire buttons, will also work with the Odyssey-2 video game system, if attached using the appropriate WICO adaptors.

WICO also displayed its new BOSS joystick, its first entry in a new line of popularly-priced game controls for home video game and computer systems.



Wico's new Joystick/Keypad for ColecoVision systems.

The BOSS joystick features professional-style components, including a high-quality PC board with five built-in leaf switches. The BOSS also features a comfortable grip handle with a thumb-action fire button. Four non-skid rubber feet and a five-foot cord enable players to enjoy convenient, table-top play action. The new lower-priced joystick was engineered for direct compatibility with Atari's 2600 VCS.

## ALEX LEAVENS... (Continued from Page 17)

I read. It got harder and harder to enjoy "just a good story." I'm sure it's the same with all the arts, and video game design is possibly more of an art than some.

Watch out for more from Alex Leavens. One of his pulse-pounding video challenges could bounce into your living room sooner than you think.

With WICO adaptors, it also works with the Odyssey-2 video game system. WICO plans to expand the BOSS line to include other professional-quality game controllers. For more details, write or call: WICO Corporation, 6400 W. Gross Point Rd., Niles, IL 60648, (312)647-7500.

Newport Controls announced its new improved Prostick II arcade-style replacement joystick for the Atari 2600 VCS, Sears Tele-Games and other, similarly compatible systems applications.

According to the company, The Prostick II has the same durability and positive responsiveness as its earlier model, the Prostick Model 150. However, the injection molded case has been redesigned for easy hand-held operation. The solid steel, short-throw control shaft with an arcade-style ball on the top gives the user precise, fast action.



The Prostick III -- new from Newport Controls.

The redesign of the Prostick II includes the unique Newport Controls 4-way/8-way Switchable Gateplate. Setting the gateplate indicator to the 4-way position allows only horizontal and vertical motion, dramatically improving response for maze-type games (such as PAC-MAN, DONKEY KONG and etc.). Setting the gate-plate indicator to the 8-way position offers the regular precise 8-position action.

In addition, the Prostick II now comes equipped with two "soft-touch" firing buttons, which have been moved to the top end of the base, allowing either right or left-hand play. This location of the dual fire buttons is designed to take advantage of the greater dexterity of the index finger, resulting in quicker response time and less fatigue during extended play.

The Prostick II is backed by a full five-year limited warranty, and sells for a suggested retail price of \$24.95. For more details, contact: Newport Controls, 15425 Los Gatos Blvd., Los Gatos, CA 95030, (408) 358-3439.

A new arcade-style video game trackball controller was shown by Accu Co., of Mountain View, California. The controller is designed to provide accurate, high-speed game playing plus easy cursor movement on home computers as well.

Accu Co's new Accuball simply plugs in and replaces the joystick on the Atari 2600 VCS and Sears' Video Arcade, as well as on other similarly compatible systems. According to their most recent price lists, the new AccuBall should retail for a



Accu Co's new Accuball trackball controller.

suggested \$34.95, and should be available in retail outlets now.

To find out more, contact: Accu Co, 430 Ferguson Drive, Building 3, Mountain View, CA 94043, (415)968-1645.

Questar Controls, Inc., introduced their new professional line of game controls, entering the video game market from a purist's point of view. The buttons on the new controllers are identical, in size, shape, feel, and travel, to those found in most arcades. All switches are leaf-type, self-wiping, made of nickel silver metal. The joysticks are constructed directly from the machine.

Questar's new controllers currently come in two models that work with the Atari VCS, Sears' Tele-Games, ColecoVision, Intellivision II and other game systems. Questar I is a button console that can be used in place of a joystick, carrying a suggested retail price of \$39.95. Questar II is a joystick console with dual fire buttons for right and left-

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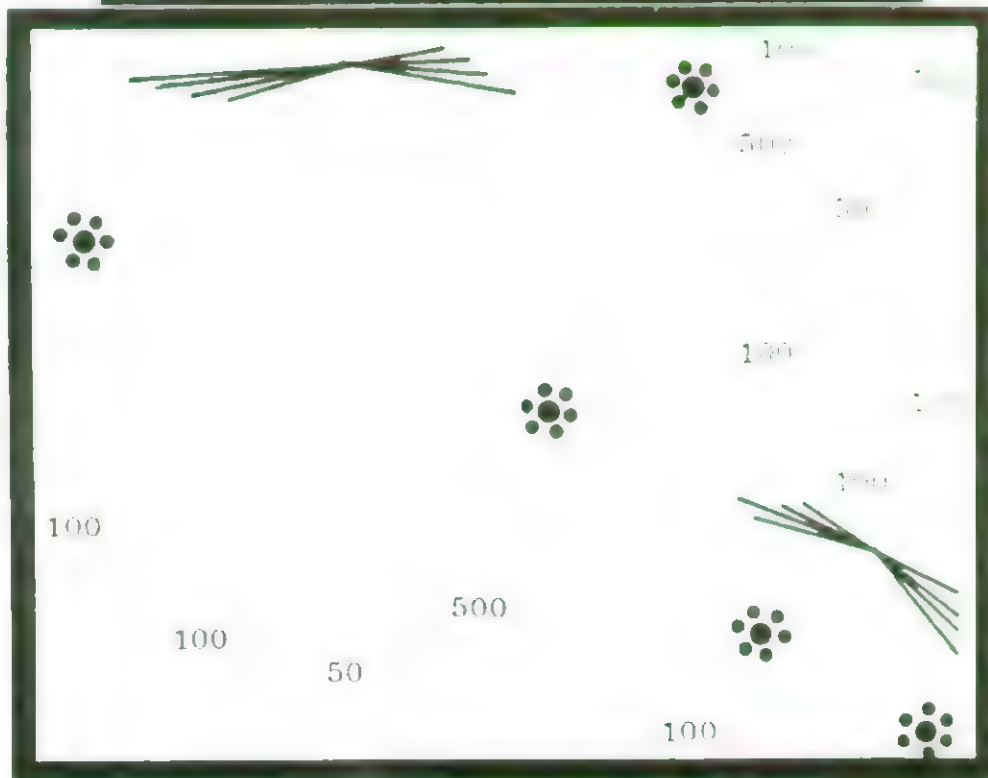
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## Video Qix Puzzle



Can you separate all of the numbers from the QIX (the lined monsters) and from the FUSES (the groups of circles)? You can only use three straight lines to do it. The lines may be vertical or horizontal. Each bunch of points that are separated from the two kinds of monsters (QIX or FUSES) are added to your total score. If, after drawing the three lines, you have points remaining in any section that also contains a QIX or a FUSE, YOU LOSE!

---Puzzle by Rich Latta



# binaryvisions

## HOME VIDEO GAMES REVIEWED

by Alan R. Bechtold and  
Mike Wilson

**NOTE: THE LOGICAL GAMER's** reviews now feature an additional combined rating, covering four important aspects for each cartridge reviewed.

Points covered include Concept, Sound/Graphics, Skill and Interest. Concept is ranked by how new to the home video games market the game is, either "new," "familiar" or "too familiar." A familiar arcade game brought to the home front for the first time will still earn a "new" rating. A new twist on a familiar theme will be ranked as "familiar." A familiar theme done with no real improvements or major changes will be ranked as "too familiar."

Graphics and Sound are self-explanatory. These ratings will be based solely upon the reviewers' opinions and will be expressed as "Excellent," "Very Good," "Good," "Fair," and "Poor."

For the Skill rating, the reviewers will carefully consider the amount of skill generally required to play and enjoy the game by ranking players according to the amount of general video games experience they have had. These ratings will include "Master," "Graduate," "Student" and "Beginner." A "Beginner" rating is not always bad, since many games are better for the fact that total newcomers can just sit down and start having fun right away.

The Interest rating is possibly the most important. This is based on the length of time both reviewers think the game will be played often by the average gamer. Ratings here will run anywhere from "1 Week" to "1 Year," at the reviewers' discretion. Games they both think will simply not wear out will achieve a rating of "Infinity." Those which hold absolutely no interest will be ranked as a "Yawn."

The list of four ratings for each new game will be compiled from the separate rankings of the two reviewers, combined into one set of averaged ratings. The addition of this system will, it is hoped, better enable our readers to see what we think at a glance. Let us know if you like it!

### SPACE DUNGEON

From Atari, for their 5200 "Super System" home video game arcade.

**SPACE DUNGEON** is an arcade space action arcade game brought home for one or two players. Both joystick/keypad controllers are used at the same time, and players trade turns whenever one or the other has lost a life. An entire world has been totally annihilated by an evil alien race, creating a "space dungeon" in which they have become trapped. Players must move from room to room in this dungeon and battle the deadly alien poltergiests that inhabit it, to collect the ancient treasure that lies within.

The game begins on the first level of the dungeon, with the player's "ship" located in one of the rooms, depicted as a large square that fills most of the bottom of the screen, ready to begin the search. The ship is moved in all directions around the rooms by pushing the joystick on controller one in the desired direction. The joystick on controller two fires the player's laser, a solid stream of fire that blasts from one side of the room to the other, in the direction it is pushed for as long as it is pushed.

The entire dungeon is made up of a number of rooms, all containing one or more doors that lead to the others. A small map at the top of the

screen displays a birds-eye view of all the rooms and indicates where the player's ship is, where it's already been, where there are space creatures lurking and where treasures have been dropped. Treasures are placed in only some of the rooms and are collected and temporarily stored in a box at the top left-hand side of the screen, when the player touches them with his or her ship. Each valuable artifact is worth a different number of points, scored only when the player finds the room containing a "Collect Bonus" square. When touched by the player's ship, the square adds all the treasures collected so far and moves the action to a lower and more difficult level of the dungeon. If a player's ship is destroyed before he or she reaches the "Collect Bonus" square, any treasure temporarily stored will be left behind in the room that was last occupied.

Most of the rooms contain the deadly aliens (or so it seems!), either alone or in any combination and number. They include Deathsquares, Guards, Enforcers, Thieves, Executioners, Spore Cases and Pikers. Corner Zappers also add to the trouble in more than one room. Each has different characteristics and abilities. Guards, Enforcers, Deathsquares and Executioners will destroy the player's ship on contact. Thieves steal the player's treasure and will hurl deadly bolts at the gamer's vessel. Spore Cases attack quickly and shoot a number of deadly spores that demolish on contact. Pikers are multiple-shielded snowflake-shaped enemies that take many laser blasts to kill and eliminate the player's ship if they can touch it. Corner Zappers shoot random laser bolts across the sides and middle of the rooms they occupy. Some aliens will regenerate after being destroyed and most move from room to room. They can

never all be cleared from an entire dungeon.

Players may choose to move rapidly from room to room, blasting as many monsters and collecting as much treasure as possible, sit in one room and take on the aliens as they come to them, or try to at least visit all the rooms on each level regardless of the amount of treasure collected, but may enter the "Collect Bonus" square and go to the next level of play at any time. The lower levels contain more monsters that are faster and deadlier, but also more valuable treasures that are worth more points. All levels get more difficult the longer a player takes to complete them.

The game continues as long as the player has ships with which to play. Players start out with three ships (or lives) and gain an extra one for every 10,000 points earned. Completing an entire level by at least entering all the rooms earns a player a bonus ship and 10,000 points -- then it's on to the next level and more trouble. When all a player's ships are gone, the game is over.

Two gamers may play, taking turns and maintaining separate scores, or simultaneously, with one moving the ship and the other controlling the firing.

#### OPINIONS:

**MIKE:** I'm not usually prone to raving about a cartridge, but this is one of the finest video games that I've ever played. **SPACE DUNGEON** is very quick and requires reflexes like those I lost long ago. Still, I found myself coming back again and again, knowing that, somehow, I would manage to make more points and get to a deeper dungeon level. Sometimes I would make my goal but, more often than not, I would be left lying in the dark of a dungeon level that I had already traveled many times before and still hadn't conquered.

The graphics on this game are very good, but not as spectacular as for some that I have seen for the 5200. Even though unadorned, they serve their purpose well. The fact that the game requires

the use of both joysticks at the same time took a little getting used to, but the special wire holder that comes with the cartridge should help out a lot. Alan and I didn't have the benefit of getting one with our review prototype of the game. It took quite a while to master the controls, and then I was off, enjoying myself immensely all the way. With the kind of frantic action that can get going on this one, it's a good idea to hit the pause button whenever things get tight, then reset your direction of fire before starting again. Since the joystick isn't self-centering, this works very well and will help you get a little farther into the dungeon the first few times.

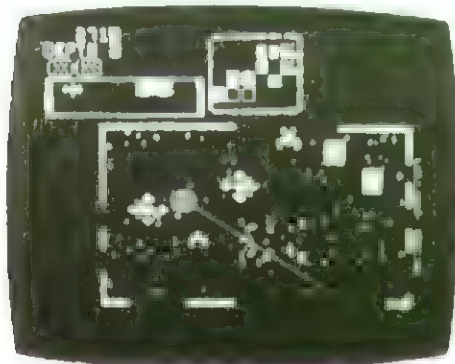
The game is not an arcade classic that I was expecting a lot from, but I was very pleasantly surprised. I predict that **SPACE DUNGEON** will be a real sleeper that will build sales by word of mouth more than by any other means. If you like pure shoot-em-ups that use many rooms and the entire screen for the action, this is the one you've been waiting for. This cartridge gets the highest possible rating from me. Give it a try.

**ALAN:** I can't give this one my highest possible rating, but I liked it a lot and think many of you will, too. Quite a few of you, I am afraid, will be completely turned off by the constant firing and dodging and the overall tension of the game. It's definitely a purist's game and not for the weak at heart.

In fact, I liked most everything about **SPACE DUNGEON** -- except for that overall tension level. I enjoy playing it and will play it often again, I am sure, but not for very long spells at a time. The constant action sometimes got too overwhelming for me. After an hour or so of play, I didn't hit the "reset" switch, even though I wanted to, because I was just too tired.

Though the graphics are unadorned, as Mike said, they

(CONTINUED ON NEXT PAGE)



PLEASE NOTE!!! Ordinarily, we run 20 or more reviews per issue, but this month we just plain ran out of space. Please forgive us. Mike and I will make it up to you next month -- with all the back-reviews and newer ones we have in hand, and a run-down of what we've reviewed during the past year.



(CONTINUED FROM LAST PAGE)

are crisp and functional, as well as totally appropriate for the overall theme. The movement of the player's ship was smooth and the guns were fun to fire often, and as helpful as any could be in a pinch. Despite all the help, however, there is enough challenge in this game to keep most any dedicated space gamer madly turning and shooting and gathering treasures almost to the point of obsession. This one could well wind up being the sleeper Mike thinks it is. There is definitely an eager audience waiting for something like it, but you might give it a try before buying it if you are at all unsure. It's not everyone's cup of tea.

#### RATINGS:

**Concept:** Original  
**Graphics/Sound:** Good  
**Difficulty:** Graduate  
**Interest:**  
Six Months - Infinity

## ADVENTURES OF TRON

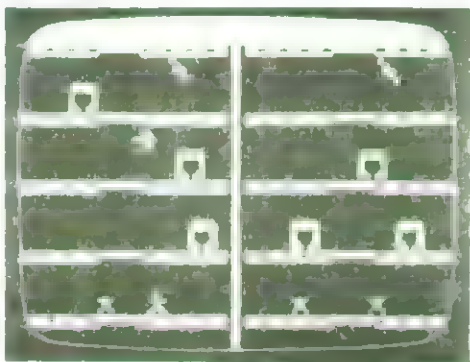
From Mattel's M-Line, for the Atari VCS, Sears' Tele-Games and other similar systems.

**ADVENTURES OF TRON** is a running/jumping chase game for one player at a time, using the joystick controller. The object of the game is to keep Tron jumping from one on-screen level to the next, avoiding all the deadly characters the Master Computer has sent to stop him, while trying to capture all seven flying "bits" and earn a free trip to the next, more difficult screen.

The screen is broken into four horizontal "floors." A yellow I/O (Input/Output) Beam runs down the middle and, on either side, a small section of each floor is part of an "elevator" that travels up or down at the player's discretion. TRON is run back and forth on each floor when the player pushes the joystick to the left or right. He jumps when the player presses the red fire button.

The elevators can be activated once each time TRON crosses the I/O Beam. On the upper floors, he'll slide down the beam if he isn't jumped over it. Pushing the joystick up moves TRON up the elevator to the floors above and slows his fall down the I/O beam when he's sliding down it. Pulling down on the joystick slows the elevators' ascent, speeds up his fall down the I/O Beam and, when held down longer, automatically jumps TRON down to the next floor.

The idea is to touch each of three different types of floating "bits." There are seven in each grid. All travel back and forth on each of the floors and can be caught by jumping TRON up to touch them. If all seven floating "bits" can be captured, the entire grid will turn blue and TRON can then catch a ride up the I/O Beam, to a



new grid with more action at a faster pace.

Unfortunately, a number of the Master Computer's attackers constantly try to stop TRON from achieving his goal. The attackers come in three types: Recognizers, Grid Bugs and Cannonfiring Tanks. They all enter at the top of the grid and work their way to the bottom. TRON has to use the elevators and I/O Beam, and all of his resources, to avoid contact with them. One touch eliminates one TRON. TRONS are only replaced as long as there are more left in reserve. Occasionally, an arrow-like Solar Sailer travels by. The player can also make TRON jump to catch a ride on a Sailer, to escape danger. Pulling down on the joystick will make TRON drop back to the floor.

Points are earned for each "bit" TRON collects, more for each higher floor. Catching all seven "bits" on a grid earns a 2,000-point bonus. Each player starts out with four TRONS, one on-screen and three in reserve. The game is over when all the TRONS have been eliminated.

#### OPINIONS:

**ALAN:** Like Mike, I've tired of the TRON theme, by now much over-worked in video game form. Still, next to **DEADLY DISCS**, I liked this one best. The graphics are colorful and sharp and the action is fast, to say the least. I thought Mattel's designers put a nice twist to the already-familiar climbing/jumping theme.

I especially liked all the options for moving from one floor to the other and the way the game increased in difficulty. I didn't appreciate those testy tanks, as they fired and advanced with deadly speed -- but that's only because, usually, they were the cause of my undoing.

Whether or not you like this game will depend on your appreciation of the form. **DONKEY KONG** fans should give it serious consideration. It's definitely better than the VCS version of that venerable climbing classic. Those who enjoy adventure games and space action should forget it altogether. Maze gamers might take a look. All in all, it's a worthy effort. Still, I'm hoping the TRON theme has been put to rest.

**MIKE:** Long-time subscribers already know how tired of the TRON theme I am. I disliked it from the start and think this game was the worst of the lot. Sorry, Alan.

If you ask me, **ADVENTURES OF TRON** is a climbing game without any real excitement. Within the genre, it's prob-

ably not the worst ever produced, but it never appealed to me.

Really -- this TRON tries to throw a lot of things at you and pass it off as video game excitement, but it failed to move me. The game lacked a solid goal, unlike other climbing games I've played and at least liked. Here you are just trying for points and it simply didn't seem like enough to keep me playing and enjoying myself.

The graphics are very good, however, with lots of color, and on-screen characters and objects that are well-defined and crisp, but a lot of VCS games now feature excellent graphics, and I never thought graphics alone were enough to sell a game. I give M-Network an "A" for effort here, for keeping up their high graphics standards on a VCS game, but that's about as far as I can go.

If you would like a game of this type, **ADVENTURES OF TRON** is a little better than some, but try finding an old copy of Apollo's **INFILTRATE** first, if you don't already have it. It doesn't have as pretty a display, but you'll find yourself having more fun playing it.

With a little bit of luck this will be the last of the TRON games from Intellivision. In case you are wondering, I didn't like the movie, either. I thought it was all flash and little substance -- just like this game.

#### RATINGS:

**Concept:** Familiar  
**Graphics/Sound:** Good - Very Good  
**Difficulty:**  
Student - Graduate  
**Interest:**  
One Day - Three Months

## DEMOLITION HERBY

From Telesys, for the Atari VCS, Sears' Tele-Games and other similar systems.

**DEMOLITION HERBY** is a maze/chase game for one or two players at a time, using the joystick controllers. The object of the game is to drive Herby's car around a series of squares and fill them in for points, avoiding a number of other vehicles that try to bash him off the road.

The game is played on a vertically-scrolling maze of squares, three wide and about three times as tall as the TV screen. The player's car only travels on the lines, not through the squares, and moves in the direction the joystick is pushed. As Herby travels along the side of a square, that side turns red. As soon as all the sides of a square are red, it fills in and is complete. The player must try to fill in all the squares on a maze to move on to a new one.

As Herby travels along the lines, he is constantly badgered by the other vehicles on the demolition track. The other cars undo Herby's red lines and bump him off the

track if they can collide with him. The player can press on the red Fire button to speed up and stay on their way, or rear-end cars when they are heading away from him, knocking them off the track and earning points for the purpose of collision.

The player earns points and fuel for each square he fills in, but his supply of gas is limited and the player must constantly watch the fuel gauge or risk losing a car. One Herby is also lost whenever he is bumped off the track. When Herby knocks a car off the track, it stays off for 8-10 seconds before resuming the chase. If all the cars are off the track, Herby can travel around the maze at top speed and fill in squares. Otherwise, he doesn't fill in squares when in "over-drive," but the extra-high speeds always use more fuel.

Three game variations allow for children's play, with slow-moving chase vehicles that stay slow from one maze to the next, a beginner's course that starts out slow and builds to a faster pace with each new maze entered, and what Telesys refers to as "Dastardly Derby," which starts out quick and stays quick. A second player can control the chase cars by moving the other joystick, adding a new twist to the challenge.

Players each start out with three cars in reserve and one on the screen. Additional Herbies are added to the player's reserves for each 1000 points earned. The game ends when all of a player's Herbies have been wrecked.

#### OPINIONS:

**MIKE:** **DEMOLITION HERBY** is obviously a motorized version of **AMIDAR**, and Telesys has done a really fine job of bringing this variation to the VCS screen. **HERBY** lacks the cute characters in the arcade machine it emulates, but Parker Brothers failed to bring them home in their official VCS version, too. The movement here is really smooth, much smoother than Parker's **AMIDAR**, and the scrolling screen really adds to the overall challenge.

On the beginner's level, the game starts out a bit too slow, but this is necessary if you are ever to get the hang of controlling that crazy car. I did like the fact that you could knock the chase cars off the screen, and the wild random way they bounced around before settling back down.

The graphics on this one are not up to today's VCS standards, but it plays well and is a lot of fun. The sound effects aren't great, either, but at least they aren't irritating.

If you like **AMIDAR**-type challenges and are looking for something different, **DEMOLITION HERBY** is probably the game for you. Personally, I thought it was a whole lot better. Take a look at this

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with more action, too.

In short, if you have a very young girl, she will probably enjoy **MUSICAL MATCH-UPS** for a while, but not long enough to get your money's worth out of this one. Educational cartridges of this type have to be fun or they won't earn their keep. The kids won't play it that much.

**ALAN:** My son's five and he likes the Strawberry Shortcake characters, though he's not really crazy about them. He had a lot of fun playing **MUSICAL MATCH-UPS**, but mainly because he liked to listen to the music. He got a kick out of setting up unmatched characters, just to hear the jumbled tunes. Even my year-and-a-half-old daughter liked pushing the button and making the music play, but I doubt

there is much more to offer kids of any age here than a pretty picture and some cute music.

I will give Parker Brothers' designers an "A" for effort, though, because I think this one definitely points in the right direction for educational video games. It's just that there wasn't enough fun thrown in and fun is where it's at when you play video games, don't you think? You can get straight education from any book. If this one had some more play to it, it would be a sure-fire winner. As it is, it's better left alone.

#### RATINGS:

**Concept:** Original  
**Graphics/Sound:** Good - Very Good  
**Difficulty:** Novice  
**Interest:** One Day

### REVENGE OF THE BEEFSTEAK TOMATOES

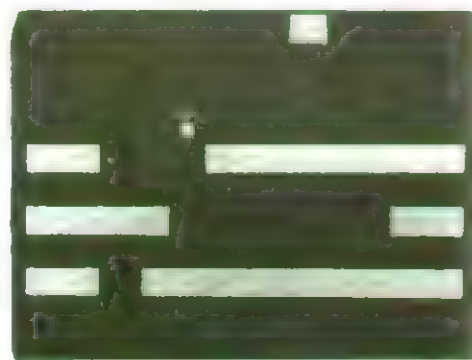
From Fox Games of the Century, for the Atari VCS, Sears' Tele-Games and other similar systems. Designed by John Russell.

**REVENGE OF THE BEEFSTEAK TOMATOES** is an arcade action game for one player at a time, using the joystick controllers. The object of the game is to trap all the deadly tomato plants at the bottom of the screen by building three walls above them, while avoiding or shooting down all flying tomatoes, dodging tomato-bombs and stopping the brick-eating plants that constantly try to undo the player's walls.

The game begins with the three deadly tomatoes at the bottom of the screen and the player's tomato sprayer in the center, ready for action. The tomatoes fire bombs up at the player's sprayer, which is moved all over the screen by pushing the joystick controller in the desired direction.

The player's task is set. As a number of variously-colored bricks travel across the top of the screen, he or she must move the tomato sprayer into a good position to capture them and place them in the walls below. This is done by first shooting the brick with the tomato sprayer (by pressing on the red button), then turning the sprayer and shooting it toward the deadly tomatoes below. Each brick shot from the sprayer will appear in the appropriately-colored wall below -- if there are no bricks blocking the shot brick's path to the proper position. A wall cannot be completed unless the one below it has been completed first. The player can maneuver his or her tomato sprayer between the walls to place bricks, if necessary, but this greatly reduces the sprayer's maneuverability and increases the risk.

In addition to the bomb-firing tomatoes at the bottom of the screen, the player must also avoid bombs dropped



by flying cherry tomatoes that cross at the top. Beefsteak tomatoes also travel rapidly, back and forth, all over the screen. A collision with any tomato bomb, Beefsteak Tomato or tomato plant will eliminate one tomato sprayer.

In the upper levels of play, brick-eating plants also occasionally grow on the bricks the player has already placed. If they can reach full height before the player blasts them away, they will eat the bricks beneath them and disappear.

Gamers start with four sprayers, three in reserve and one on-screen. Points are scored for blasting the roving Beefsteak Tomato, the Killer Cherry Tomato, and the Brick-Eaters. Points are also scored for capturing and placing each brick, and for each wall completed.

Eight levels of play are available on the **REVENGE OF THE BEEFSTEAK TOMATOES** cartridge, offering a variety of any one or all of the game's obstacles. Some are progressively tougher with each round and others offer wider Tomato Bombs. Both Difficulty switches can be set to affect the game speed, and a choice of limited tomato sprayers or an unlimited supply.

#### OPINIONS:

**ALAN:** Interesting. That's what **REVENGE OF THE BEEFSTEAK TOMATOES** is. Interesting.

I wasn't that impressed with the overall graphic display on this game but, after the build-up Fox's PR people gave it, I was anxious to play. The play wasn't disappointing. In fact, it soon hooked me into several hours of serious trial and error.

**REVENGE** is a unique concept in video games, one that combines several elements of other popular games into something completely different, with all the goal-oriented challenge you could ask for. In fact, I enjoyed playing this one enough to recommend it highly -- except for the fact that I'm not sure how many of you will like it, too.

There are a lot of prettier-looking games on the market, but few that are as unique. Check this one out. I enjoyed it, but have to give it an unqualified "maybe."

**MIKE:** I have to agree with Alan on this one. Fox mounted one of the most imaginative advertising pushes that I've ever seen to introduce **REVENGE** to the press, including regular shipments of tomato paste, catsup and every other

(CONTINUED ON NEXT PAGE)

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tomato product imaginable, so my expectations were also running high when I first plugged the cartridge in and started to play.

There are a lot of things going on here -- all at the same time -- and the game is especially unique in the way you have to play it, forcing you to block shots from the bottom while constantly trying to dodge the tomato at the top of the screen, always watching for those pesky brick-eating plants that undo your wall when you least expect it. Enough, as Alan said, to keep it interesting at all times.

The game doesn't move at a blinding pace, but it's far from slow. The graphics aren't outstanding by today's standards, but it's obvious that a lot of VCS memory went into the play of this one and not into a flashy display. I guess I have to give this one a "maybe," too. Just don't play it with the Difficulty switches set so you never lose a sprayer. That takes all the fun out of it.

#### RATINGS:

Concept: New  
Graphics/Sound: Fair  
Difficulty:  
Student - Graduate  
Interest:  
One Week - One Month

### VCS ZAXXON

From Coleco, for the Atari VCS, Sears' Tele-Games and other similar systems.

ZAXXON is the VCS translation of the popular arcade classic Coleco has already produced for their own Colecovision, for one or two players using the joystick controllers. The object of the game is to fly a fighter over asteroids and through space, destroying enemies and avoiding their fire as the plane makes its way to the final confrontation -- a head-to-head battle with the deadly robot Zaxxon.

The player makes his or her fighter rise, drop, or swerve to the left or right, as it flies over an asteroid, by pushing the joystick in the desired direction. First it must fly through a small

opening in a huge wall, then it must drop down to the floor, to blast away at floating mobots, fuel tanks, gun turrets, enemy fighters or her own, the fighter and other moving, shooting leaves one asteroid and flies through alien obstacles.

If the player can hold his

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into space, to do battle with a squadron of fighters. In this sequence, the ship can only be moved back and forth on the screen. Then it's on to another asteroid before, finally, the fighter reaches the giant robot Zaxxon.

Zaxxon enters as the player's ship's forward movement is again halted. The giant robot is equipped with a single huge deadly rocket, which it fires after a few moments of restless zig-zagging in front of the player's rocket. The gamer must repeatedly hit the rocket Zaxxon is holding before he fires it, or destroy the rocket in-flight, after Zaxxon has launched it, or it will blow up his or her ship.

Either way, the game progresses to a new asteroid and another quest for Zaxxon, as long as there are ships remaining in the player's reserves. If Zaxxon has first been eliminated, the player moves on to the next level of play with a handsome bonus added to his or her score.

In higher skill levels, the player must fly his or her ship between a gap in the

wall and an electrified force-field over it, to enter another asteroid's airspace. Also, the enemy attackers and obstacles move faster and/or fire more often, and more hits are required to eliminate Zaxxon's rocket.

Players begin with five fighters per game, and earn an additional fighter when the score reaches 10,000 points. Points are earned for hitting the enemy targets -- the most are awarded for blasting Zaxxon to smithereens.

#### OPINIONS:

**ALAN:** I was, at first, very disappointed in Coleco's ZAXXON for the VCS. The graphic display is so radically different -- and poorer -- that I could easily have been led to believe the game was a cheap ZAXXON rip-off, if I didn't already know better. Still -- I try to approach all new titles with an open mind. So I gave the game a serious try.

It doesn't play at all as bad as it looks. On the 2600, ZAXXON is really nothing more than a hopped-up slide-and-shoot, but it's a different



one, with plenty of challenge, believe me. To help make up for a lack of graphic beauty (which made the original ZAXXON famous), Coleco has added some extra aliens to blast, including Dodger guns and Radar Towers. I liked that. I didn't like the way those Dodger Guns -- and the enemy planes -- were so hard to hit. The lack of 3-D perspective in this version made it very hard to tell how high your plane was off the asteroid floor, and that's what made hitting these targets so difficult. Still, with a lot of attention to the altitude-indicator at the side of the screen, and patience, they can be overcome.

In short, if you are looking for ZAXXON on your VCS, this isn't it. Coleco didn't even include a screen display on the back of the box! Still, you might give it a try in the stores. As a slide-and-shoot, it's better than a lot I've played.

**MIKE:** I, too, was apprehensive about playing a 2-D version of ZAXXON. But, since I am constantly trying to remind myself that all systems aren't the same and can't be judged as if they were, I, too, gave this one a solid try. Besides; most video gamers are one-system players and will look at this ZAXXON as if there is no other available. So I played it -- with all the zeal I could muster. I still didn't care much for it.

I didn't think the graphics on this one were all that bad, but there wasn't much to offer in the way of sound effects. Alan is right when he says it's essentially another VCS slide-and-shoot. It's the scrolling screen that makes it different, though. And the fact that you always have to look for that much-needed fuel and avoid all the different things that are constantly being thrown at you.

Still, the game lacks the kind of fast and furious action that is available in so many other VCS games, to the point of getting boring after a bit of serious play. And, although it does get a bit better at the higher levels, Coleco's VCS ZAXXON never really catches the

player up in the overall action.

I think this is because they tried to make the game as faithful to the arcade original as they could, within the system's limits. Unfortunately, they would be losing all the feel of the kind of game I think most VCS gamers are looking for. It's about time someone realized that all arcade games are not right for all systems. ZAXXON worked great for ColecoVision, but I'm afraid it didn't work for the VCS.

#### RATINGS:

**Concept:** Familiar  
**Graphics/Sound:** Fair - Poor  
**Difficulty:** Novice - Student  
**Interest:**  
One Week - One Month

### MOUSETRAP

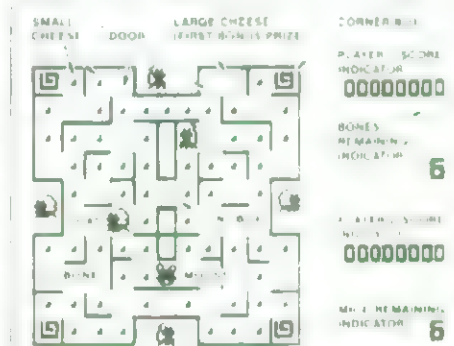
From Coleco, for Mattel's Intellivision video game system and Sears' Super Video Arcade (NOT for Intellivision II).

**MOUSE TRAP** is an arcade maze chase for one or two players, previously released in formats compatible with Atari's VCS and Coleco's ColecoVision. The object of the game is to run through a maze, eating bits of cheese and bonus prizes, avoiding cats and deadly hawks, earning as many points as possible.

The controller is a mouse used to move the player's mouse through the maze. Cats enter and chase the player's mouse, eliminating him if they can touch him. The player can press keypad buttons to open and close certain maze doors, escaping from the kitties by trapping them or cutting them off. Hawks swing past starting at level 2, and also eliminate the mouse if he touches them. When the player's mouse is moved to the box in the center of the maze, it will instantly jump to one of the four corners of the maze, confusing his pursuers.

As the mouse runs along, he nibbles the bits of cheese that are scattered throughout the maze. He can also nibble the bonus prizes, which are different (and worth more points) in each level of play.

A limited number of bones are also in the maze. The player stores these whenever his or her mouse eats them. As long as there are bones in a player's possession, his or her mouse can turn into a cat-eating dog, for a brief period of time, when the corresponding keypad button



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## micro quips

### MINI-REVIEWS FROM OUR READERS

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A few comments on Mattel's **SHARK! SHARK!**: A cute, interesting game, especially the two-player version. The single-player version would probably not remain interesting for very long; it's too difficult for a child and too repetitive for older players.

---Larry E. Oates

I just bought a **DONKEY KONG, JR.** cartridge for my ColecoVision and found it done in the same tradition as the earlier Coleco arcade adaptations. That means outstanding graphics and a faithful interpretation. The second episode in the Kong cycle is a thoroughly entertaining game that you will have a hard time putting aside. Although there are no intermissions and the hideout board is missing, the other boards play just like the arcade version. There is no doubt that Coleco has done it again!

---Keith A Halfpop

**WAR-PLOCK** or **WARP-LOCK**, how do you pronounce it? Who cares? This is as close to no game at all as you'll ever see.

**KILLER SATELLITES:** nice graphics on the satellites and pretty frantic action on the upper levels of play, but not enough to do, like rescuing earthlings or landing for refueling.

**PHASER PATROL:** I've played **STAR VOYAGER**, **STAR MASTER** and **STAR RAIDERS**, but **PHASER PATROL** is my favorite. Love those target-locking torpedoes.

**ADVENTURE:** an oldie but a goodie. I particularly like playing game three where things change around every time you play. Thanks to **THE LOGICAL GAMER**, I found the hidden message.

---Howard Path

**DRAGONSTOMPER** -- disappointing graphics, except for "Pinky" the dragon. More luck than skill involved, e.g., using potions to increase strength.

**SPIDER FIGHTER** -- Boring! Only one game for one player -- slide and shoot centipede-type action.

**TURMOIL** -- Excellent graphics, great game. Requires excellent hand-eye coordination, especially from level 6-9.

**PHOENIX** -- Excellent graphics -- boring game. It's just the same five screens over and over. There is no way this one is like **DEMON ATTACK**.

---Rod Lum  
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is pressed.

Players each start with six mice. The game continues, from one maze to another, as long as a player has mice left. Each successive maze features faster-moving cats and hawks, and bonus prizes that are worth more points. Bonus mice are earned each time a player earns 20,000 points. A 10,000-point bonus is earned for each maze cleared of cheese bits.

The game offers four skill levels for one or two players. Two players take turns whenever one loses a mouse.

#### OPINIONS:

**ALAN:** I was disappointed in this version of **MOUSE TRAP** as soon as I saw the display, which was chunkier and less well-defined than it was on Colecovision, but that's to be expected, I suppose. What bothered me more was the size of the maze itself. Half of the screen is taken up with the score, "Bones Remaining" and "Mice Remaining" displays, leaving only a limited amount of space on-screen for a maze that is complete, but scrunched and small-looking.

Still, I was determined not to pre-judge the game solely on the basis of its display until I started to play. The play was even more disappointing. In this version, the mouse moves in jumps and jerks and is just plain hard to control. I tried several times to make my way through the game, hoping it got better, and even tried it on another machine, but this one just doesn't work the way it should and that's all there is to it.

Yes, the entire maze is there and the game-play resembles the arcade version, but **MOUSE-TRAP** is only a mildly entertaining "cute" maze game at its best and repetitive to the point of boredom at its worst, regardless of which version you play. Why frustrate yourself, too? I'd pass this one by if I were you.

**MIKE:** Like Alan, I was never too thrilled with this one when I first played it in the arcades. Intellivision **MOUSE TRAP** has to be the worst version I've seen yet. In all fairness to Coleco's designers -- and despite the fact that I'm trying very hard not to knock Intellivision's controllers lately -- I have to agree that in this case Mattel's disc controllers were definitely the worst problem.

The graphics are good enough, though I did wish the maze had covered a bit more of the screen, too. The small maze made it even harder to maneuver the mouse. I don't want to belabor the point, but control of that mouse is everything in this game.

I must add that I found Mattel's keypad easier to use than Coleco's, when opening and closing the various gates and turning my mouse into a dog, but that's where the whole thing ends for me.

Personally, I'd avoid this cartridge. It's not worth the hassle or aggravation.

#### RATINGS:

Concept: Familiar  
Graphics/Sound:  
Good - Excellent  
Difficulty: Novice - Master  
Interest: One Week

#### TURTLES

From N.A.P. Consumer Electronics, for their Odyssey-2 video game console, with or without The Voice of Odyssey voice synthesis module.

**TURTLES** is a one-player arcade translation, the first such for the Odyssey-2 system. The player must rescue a number of baby turtles on each floor of the "Turtle Towers Hotel" and return them, on mommy's back, to a house that appears on the screen after each one baby been picked up.

The gamer controls the mother turtle through a number of on-screen mazes, or



floors, by pushing the Odyssey joystick in the desired direction. Each floor is made up of the same basic maze, with a number of open squares containing question marks and a number of deadly beetles that chase the mother turtle and eliminate her if they can catch her.

The mother turtle must be guided around the screen so that she enters each of the open squares on the screen. These are the rooms where the baby turtles -- and an occasional beetle -- are hiding. When mommy enters a room

where a baby is hidden, the tiny turtlette will climb on her back and the house will appear, somewhere around the outer edge of the screen. Mom turtle must avoid all the deadly beetles and make it to the house with all of the babies, one at a time, to progress to the next floor -- a new maze with more beetles than the one before.

Mom's only defense is a number of "Bug Bombs" which she can drop behind her when the player presses on the red controller button. These stay where they are put for a few seconds and will stun -- not kill -- any beetle that runs into them. Only one "Bug Bomb" can be left on the screen at a time, and mom's supply is limited, monitored at the bottom of the screen. More bombs can be picked up whenever mom turtle touches an "x" in the center of the screen. If she can't stop her pursuers or avoid them, they

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(CONTINUED FROM LAST PAGE)

will touch her and one mom will be lost.

Players start out with three mother turtles. Points are earned for picking up a baby, carrying one to the house, discovering a hidden beetle and stunning a beetle with a bomb. The play progresses from floor to floor, with more hidden beetles in the rooms on each successive level, until all of the player's mommy turtles have been lost.

## OPINIONS:

**MIKE:** Whenever I get the feeling I've seen every maze game variation that could possibly be produced, along comes another one. **TURTLES** illustrates the fact that Odyssey's graphics are getting better, but everything about the game seems to be based on old maze game themes. This, quite frankly, is getting a bit tiresome.

**TURTLES** requires quick play and keeps you constantly on the move, but I disliked the fact that you could hit a deadly beetle before you knew it. I guess I dislike surprises I have very little control over. At least N.A.P. gives you three turtles in this game, but they still don't seem like enough. You will lose one at just about every level, so you are still kept at a constant disadvantage, one I had a hard time dealing with.

The overall play is very similar to many other maze games, although Odyssey's **TURTLES** does run true to the arcade game from which it was

translated. It's much better than most of Odyssey's earlier efforts, but I would still leave this one on the shelf and continue to play some of the other maze games I already have instead. **TURTLES** isn't really designed for children, and there doesn't seem to be enough substance to it to entertain adults for very long, so there really isn't a market I can imagine this one being suitable for. Odyssey has some better games coming, I'm sure.

**ALAN:** I liked this game a lot more than Mike did. I'm not a sucker for "cute" games, either, although this one certainly is cute. I like the way the game plays, and was overjoyed to see a new Odyssey release that doesn't use a single standard O-2 robot. A major breakthrough!

Don't get me wrong. **TURTLES** isn't for everyone -- and I disagree that it's like most maze games. It isn't. It's more like a complicated shell game, with the player constantly forced to risk elimination from a hidden beetle every time he or she tries to save another baby. Despite Mike's irritation with the "hidden beetle" factor, I found they added a unique element of chance to a game that otherwise might have been rather dull after just a little play.

## RATINGS:

**Concept:** Familiar  
**Graphics/Sound:** Good - Very Good  
**Difficulty:** Student - Graduate  
**Interest:** One - Six Months

## CONTROLLERS...

(Continued from Page 18)

handed play, with a suggested retail price of \$44.95. Questar IIC is a special joystick console for ColecoVision, with two sets of buttons, for both bombs and lasers, carrying a suggested retail price of \$49.95. Questar III is a special joystick console for Intellivision II, also with a suggested retail price of \$49.95.

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The "Reverse Y" joystick reducer saves the expense of redundancy. By not duplicating controls, a wider variety of controls may be purchased by video game owners, allowing specialization at a lower cost (one special controller for maze games, one dedicated for **ASTEROIDS**, another for **MISSILE COMMAND**, etc.).

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Questar also produces the "Blaster," an adjustable-speed rapid-fire module that can be used with most video games. The "Blaster" can be adjusted from single fire to 20 shots per second, enabling the user to add new life and capabilities to most of their existing games. The "Blaster" does not have to be disconnected and will not interfere with any maze, adventure, sport or other game requiring single-action functions. Suggested retail on the Questar "Blaster" is \$14.95.

For more details, contact: Questar Controls, 670 N.W. Pennsylvania Avenue, Chehalis, WA 98532, (206)748-8614.



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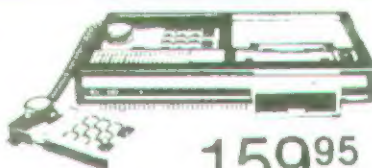
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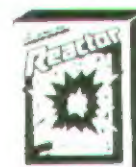
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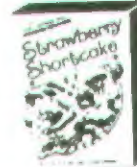
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